



WELCOME 13/1

HUNTEN

MEAN MACHINES OCTOBER ISSUE ONE

THE RATINGS

MEAN MACHINES' incredible in-depth rating system is fully explained.

EDITORIAL

Meet the team, learn about the magazine and hear
Jazza rabbit on about life in general.

10

45

NEWS

All that's hot in the wild 'n' wacky world of consoles is uncovered in the news section. Read all about the Super Famicom and its amazing games, and check out all the new software that will soon be appearing on a console near you.

TIPS

Stuck on a game? Need some help? Turn to the tips section, which is literally bulging at the seams with an unbelievable pile of amazing Megadrive, Nintendo and Sega hints and tips.

YOB'S LETTERS 45

Q+A

Got any questions you want answered? Then check out Q+A, where we can answer all your queries!

CHARTS

For all the latest information on what are the hottest-selling console games, check out the Sega, Megadrive and Nintendo top ten charts.

YOB'S GOSSIP

YOB brings you gossip, rumour and scandal that's so hot it'll burn your fingers. Amongst other things there's news of the Megadrive CD-ROM, Atar's new console, the new Turtles game and details of what's sent American players bonking mad.

NEXT MONTH

We tell you what's going to be in next month's amazing issue of MEAN MACHINES. Make sure you don't miss it!

MEAN MACHINES







REVIEWED

REVENGE OF SHINOBI GOLDEN AXE GHOULS 'N' GHOSTS SUPER HANG-ON THUNDERFORCE II

IMPOSSIBLE MISSION



WONDERSOY III
INDY III
PAPERBOY
GAUNTLET
SUMMER GAMES

COMPS

MEGAMAN II

This unbelievably addictive Nintendo platform game is mega, man!

MOONWALKER

ayhem!

SUPER MONACO GP

Vroom! This stunning Megadrive conversion lets you whizz around the famous Monaco street circuit as well as race a whole Grand Prix season.



THE RATINGS SYSTEM **EXPLAINED**

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how our ratings system works

GAME DIFFICULTY

This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES

Tells you how many times can you die and still return from the grave.

CONTINUES

Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS

Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS

IN ESPONSIVENESS
Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION

This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all

GRAPHICS

This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game

SOUND

The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this









Very similar tunes and effects to the arcade

33 MEAN MACHINES

PLAYABILITY

PLAYABILITY
Some games you just can't stop playing, no matter
how late at night it is. This measures the
addictiveness of the game, and how much you'll think
about it - even when you're not playing it!

LASTABILITY
You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL
This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS

Simply tells you how many players can play the game either simultaneously, or one after the other.

FORMAT

This icon tells you what type of cartridge the game is on - here's the full list:

NINTENDO



MEGADRIVE | GAME TYPE
These nifty icons si
here's the full list:

how you what sort of game it is

SHOOT 'EM UP

SPORTS GAME PLATFORM GAME

DRIVING GAME BEAT 'EM UP





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WHODIINNI.

JULIAN "JAZ" RIGNALL OSMOND "OZ" BROWNE STAFF WRITER MATTHEW "MATT" ILLUSTRATOR GARY "GAZ" HARROD AD MANAGER MARTHA MOLOUGHNEY EMMA WARD GRAHAM TAYLOR

Paul Glancey, Richard Leadbetter and Rob Swan. Your work was very much appreciated.

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DISTRIBUTED BY: BBC (C) MEAN MACHINES

No part of this magazine may be ripped-off or

Launching a magazine is no easy task. There

very warm welcome to MEAN MACHINES, the Abrand new all-consoles magazine. Yep, it's consoles all the way - you won't find anything about computers in these pages!

The machines we're covering are the Megadrive, Nintendo, Sega and the new Amstrad GX4000 (although there's nothing about it this issue, 'cos it's so new there are no games available for it vet). If you've got one of these machines (or all of them if you're really console crazy), stick with us. We guarantee that you won't find better reviews, news. previews and tips in any other magazine!

If you've flicked through the magazine, you'll have already seen that all the reviews and previews are at least two pages long. On them you'll see loads of glorious, full-colour screen shots showing all the action, fax boxes revealing tasty bits of game information or trivia, and comments about the game

from both reviewers so that you get two opinions to the price of one. Plus there's the most detailed ratings system you'll ever see, telling you all the facts you want to know

The tips section is bulging at the seams with highly useful hints and cheats, and there's our brilliant tios helpline for players who've got themselves stuck. There are five pages of red-hot news from the UK. Japan and America, charts showing the top-selling console games - as well as Q+A, the place where you can get all your questions answered!

We hope that you like the format and layout of the magazine. If you have any opinions - whether positive or negative, or ideas that you think might make MFAN MACHINES even better, write to us. We'll be only too pleased to hear from you.

Right! That just about wraps it up for this month. I'll see you in four weeks time...

WHO'S WHO?

JULIAN "JAZ" RIGNALL Well known to readers of C+VG, our Jaz has a long history of gamesplaying expertise. He was twice crowned the UK Arcade Champion in the mid-80's, has many world record scores on both coin-ops and console games, and is current Captain of the UK Video Game Team (which won the European Championship title last year and the World Title this year). Arcade games are his favourite - but really he'll play anything that's good.

OZ BROWNE

Oz designs all the pages in the magazine. And even though he's amazingly busy he still manages to sneak into the games room for a quick blast something like Thunderforce II will keep him amused for hours on end. When he's at home he relaxes by... playing on his Megadrive!

MATTHEW REGAN

Call him Matt. He was an Amiga fan before he joined MEAN MACHINES, but fell in love with consoles as soon as he walked into the office. He likes all sorts of games, but is happiest when his brain is being exercised as well as his reflexes.

GARY HARROD

He's the guy that paints the cover and draws all the pictures in the mag. But given half the chance he'll drop his crayons and finger paints and rush into the games room for a session on the latest console Mega Game. Arcade conversions are his favourite - he certainly took a long time taking photos of Truxton!



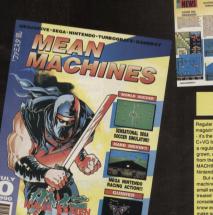




ISSUE ZERO! first issue of MEAN MACHINES Before this was MEAN MACHINES issue 0, a special ultra-limited test edition which was put together and shown to a select put together and shown to a select audience to see what they thought Most of the original ideas were though to be good, and have been used in this edition of the magazine, but a few things have been changed - such as the logo! And before you ask, issue 0 of MEAN MACHINES was never on sale - the historic few we had printed are now stored in the

deepest, dustiest corners of the MEAN MACHINES vault, and will never see the light of day again!

MEAN MACHINES



INCREDIBLE

MEGATIPS INSIDI

MEAN MACHINES 12

NINTENDO

MEAN MACHINES HISTORY

Regular readers of Computer and Video Games magazine will know the name MEAN MACHINES well it's the all-consoles section that has been a part of C+VG for two years. But over that time the demand for a regular monthly consoles magazine has grown and grown, and as a result we have removed the column from the magazine and turned it into MEAN MACHINES monthly: a magazine dedicated to the Nintendo, Sega, Megadrive and Amstrad GX4000.

But what of C+VG? Well, it'll still be covering these machines, but instead of putting them into a single small section of the mag, consoles reviews will be treated like normal reviews - so there'll now be more console coverage than ever before! So if you want to know exactly what's going on in the consoles world, make sure you buy MEAN MACHINES and Computer and Video Games every month.











ROBOCOP II

Bristin exhause house Ocean have just announced them fern humbers on m. or R. oce politic is suited on the filten has a subject on the filten has will positive for the filten has will positive for the subject of the





AND ROBOCOP TOO

Robocop also features in Ocean's first Gameboy title. Based on the first film and playing very similarly to the massive-selling computer versions that were released last Christmas. Robocop should be just as massive in hand-held form.

EXCITING NEW CONSOLES LAUNCHED!

This year's brilliant Computer Entertainment Show at Earl's Court saw the UK launch of two crucial consoles. MEAN MACHINES brings you the lowdown.

MEGA, MAN, MEGA!

First off is the Sega Megadrive, eagerly awaited in this country since the first reports of the machine arrived from Japan over two years ago, it fleatures arracide qualify graphics and sound and has plenty of amazing games available for it. All his potential does not come cheap, however, as the machine retails for around £190 - but his includes the game Altered Beast. Machines should be in the shops by the time you read this

GET YOURSELF A HAND JOB

Nintendo have finally released their hand- held games machine, the Gamerboy. This small worder has laken the US by storm and looks set to do the same here: it features a black and while screen, but the graphics are great. The package comprises an interplay lead to collect the same how the same than the same t



MASTER SYSTEM GOES MANIC

Three conversions of classic games are to be released on the Segal Matter System early next year via the auspices of new software company to the the suspices of new software company. Technagic, First up is Penamia, starriny, that wackly isometric pill-eating yellow dude, PacMen and his arch-enemies, the Ghosts. This version apparently boasts secret rooms not included in the other formats. Wowl

Populous is also due for release before Easter 1991. This game casts you as nothing less than a God who is responsible for his followers. If this is half as good as the Megadrive version (previewed in next month's MEAN MACHINES), it'll be a corker.

And finally, later on next year expect the Master System premiere of Shadow of The Beast. This caused a lot of excitement on the Amilga when released because of its amazing graphics - unfortunately the gameplay wasn't so hot. However, this is going to be tweaked on the Sega for maximum enjoyment! We wait with bailed breath.

INSECTOR X

A Megadrive horizontally scrolling shoot 'em up just released in Japan is Insector X, loosely based on the arcade game. It features what looks like a macho laser-toting fairy (the winged kind) who flies over the terrain blasting robotic insects who're terrorising the neighbourhood. There are plenty of extra weapons to collect and heaps of end-of-level guardians to take care of. We'll be checking the game out in a forthcoming issue - so watch out





EA HIT CONSOLES

Electronic Arts are soon to be releasing Megadrive software in this country. First batch will be Populous. that amazing God-simulation that seems to be popping up on all machines, Budokan, an in-depth martial arts simulation featuring full training options and over 25 different moves, and Zany Golf, a highly entertaining mini-golf simulation. All will appear at the end of October

Later on in the year, expect to see Megadrive versions of Battle Squadron, a slick up-the-screen blaster with extra weapons, Sword of Sodan, an arcade beat 'em up with huge sprites and something utterly astounding indeed. You'll have to wait until next month to find out what it is! Aren't we rotten!





Another UK software company who's just signed up to produce Sega games is Domark. As we go to press, they haven't yet announced which games they're going to program - but their home computer releases include The Spy Who Loved Me, a superb game of the James Bond film, and a whole heap of coin-ops, including Escape From the Planet of the Robot Monsters, Badlands, Hard Drivin', Klax and Toobin'! We want Robot Monsters and Spy Who Loved Me

DOMARK'S DONE A

DEAL

JAPANESE MAGS

f you're really astoundingly keen on consoles and nave plenty of bucks to spend (or a very compliant actent) you can get loads of information from the amazing Japanese console maps that are available though very difficult to find) in this country. They are all in Japanese (of course) but the huge numbers of



GOLF CLUBS AND WOODEN CLUBS

US Gold have just announced the next two games they'll be releasing on the Sega - Leaderboard and Heroes of the Lance. Leaderboard is a conversion of the computer golf game, and even though it's getting on for four years old, it's still one of the best golf simulations ever released. The Master System version should be a corker!

Heroes of the Lance is a conversion of the computer arcade-style role playing game, and features all the characters that appeared in the Dungeons and Dragons books! If RPGs are your cup of tea, look out for this - apparently it's going to be a real winner.

NEWS



THE LAST NINJA

System 3's highly successful computer game, Last Ninja II, is to appear on the Nintendo some time next year. It's a sort of isometric 3D game which casts you as the eponymous Last Ninja, who's on a baddie-bashing quest for truth, justice and freedom.

We'll be taking a good look at this game in a forthcoming issue - watch out for it.

SPOT A CONSOLE CORNER

Have you noticed how many references there are to Consoles in American TV programmes and films. Not obvious things like the Super Mario Bros cartoon, but gags and side mentions in things like Family Ties and Parenthood (Grandma was playing a Nintendo near the end of the film).

Here at MEAN MACHINES we thought we ought to celebrate all this media coverage by awarding a special prize each month (if we get any entries that is) for the most interesting reference spotted about a console on a TV programme.

So if you're watching the telly and someone plays will or on what is said, what programme it was on and send end to us at I.VE SPOTTED A CONSOLE ON TELLY, MEAN MACHINES, PRIDRY COURT, 30-32 FARRINGOON LANE, LONDON, ECTR 3AU, Don't forget to tell us what console you have and you could win a brand new game courtery of us.

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MEAN MACHINES

ACCOLADE'S E-MOTIONAL HARMONY

A version of E-Molton is to be refeased on the Game Boy under the name of Harmory (as it is known in the Sitate), Instead of multicoloured balls (ox-ot) this has triangles, equares, and crices to represent the molecules of the original. Harmory includes all the levels of the home computer versions, and is promoted in the US as a stress reliever, Julian and Mat strongly despute this – addictive though it is, the game can be infursiant beyond belief.



PARADROID STORMS NINTENDO

Hewson's Paradroid, one of Julian Rignali's all-lime favourite Commodore 64 games looks set to turn up on at least one and possibly several different consoles. Nothing is finalised yet but playtesters for at least one Japanese company wer apparently well impressed with Paradroid's dassie mixture of pure out- and- out blasting and genuine strategic thinking.

Paradroid won't be the first offering from this UK company to get consolised. Previous offerings have included the fabulous Nebulus (renamed Tower Toppler) and the nearly-as-fabulous Cybernoid. If the rumours are true we can't wattr.



CONSOLES WE ONCE

NUMBER ONE: ATARI VCS 2800
The Garndiahre of all cartidge concises in the ancient Asia VcS. Launched in 1978 at the price of E1299, this beatest was quite a stamming machine for its time it featured colour graphics, decent sound and (for them a huge memory - all of Kt. Games available for it included up areade titles like Asteroids, Space Innodes and Luine Lander, and surprising, really, includes and Luine Lander, and surprising, really, and the stammar of the stamma

lice of history and seeing what people thought was rilliant back in olden times!



IT'S NEARLY SUPER **FAMICOM TIME**

November 21st is the day that Nintendo have set for the Japanese launch of their Super Famicom - the 16-bit Nintendo. Two million machines will flood the market and Nintendo expect them all to be snapped un before Christmas. Those who pooh-pooh their claims might be less sceptical when they've read the following facts. The machine will cost £120.00. is stacked full of custom processors that can produce filled-3D graphics, rotate the screen, scroll four different playfields at any speed and direction simultaneously and produce giant sprites, as well as make 12-channel digitally encoded (that's better than sampled) sound via its PCM sound chip

"A-hal", we hear the cynics amongst you yell, "it doesn't matter if the machine's brilliant - what about the software". Well, apart from being 100% compatible with all existing Nintendo software (giving it an instant library of some 400 games, many of which are brilliant), there's a whole load of new, specially-written software that'll be available when the machine is launched. Arcade titles include Irem's R-Type II. Capcom's Final Fight, Konami's Gradius III, Super





NG YOU HEL

A rather jolly horizontally scrolling shoot 'em up which didn't really set the world alight when it appeared in the arcades last year was Toaplan's Hellfire. But whe leased in Japan on the Megadrive later on this onth, it should be huge. It's the usual power-up, big end-of-level baddies affair, but has a neat feature in lire and also has a brilliant series of soundtracks. We' e previewing it as soon as possible





Ghouls 'n' Ghosts and Jaleco's Big Run. Also coming out are Populous and Sim City (two superb "God" games that, respectively let you control a race of your own people and construct cities of your own), a golf game, an amazing looking flying game, a racing game called F-Zero, a conversion of the rather ordinary UK computer game. Bombuzal and of course the real biggie - Super Mario IV!



TOTAL RECALL

Armie Schwarzeneggers latest blockbushir movie, Total Recall, is about to be Nintendo-ised by Acclaim. The game is a multi-level affair, featuring an almost-cute Arnie as he battles through a Martian city to save the mulants. The game will be released in America this month - when we'll see it in this country is anyone's guess.



TENGEN GOES

Coin-op giants, Tengen, are working on several new Megadrive titles, which will be launched first in America. Cyberball has been out for about four weeks, now, and is a conversion of the robotic American Football coin-op. It has all the features of the original machine, right down to the speech, music and moves -great stuff.

Klax is another conversion, and should be available in the States by the time you read this. It's



BOTS AND BALLS

Nintendo are releasing the first ever officially (scenar printal game - Williams Pinbot. The lads here at MEAN MACHINES reckon it's a winner. Although the apphics are not the pretitiest ever, the ball movement and responsiveness make this a very accurate portrayal of the real thing. Unfortunately there are no plans to release Pinbot here until some time next year but expect a full review when it arrives.



TS THE



Although there's no news of a British release, Dick Tracy. The Movie has been released on the Nintendo in the States. A platform game with comic-style interfludes. Dick has to track down Big Boy (hmm.), Itchy, Flattop, and the rest of the crooks, as well as scan mug shots in order to gain extar information.

REVENGE

▼ Don't accept death - get up and have another

Become the hardest kinja imaginable - awing your katana, throw your shurkine, use your mapic, and generally beat seven types of doo-doo out of the lisendish lose determined to stop your progress. Anyway, it's a good thing you can do all these stunts as the baddies (the Zeeb) have disinalpped your gliffriend: to rescue her you must travel around the world, destroying their bases as you go.

Shinobi carries with him a limited number of shurken (which can be replenished as the game advances) as well as his sword. He can also kick his foes, jump, somersault, and do a combination somersault/shurken-spray attact. The best form of attack however is the devastating Ninjsts magic; this comes in various forms depending on the game's level, and is crucial in order to defeat the end-of-level bosses.

With eight stages, each subdivided into three parts, and a big baddie to beat at the end of each one, Revenge of Shinobi is a huge game. It includes animated sequences and a host of options. Check out the screen shots....



- If you want this many shuriken (and who doesn't), watch an upcoming Tips section!
- Wait for the pillars to descend, then lump



WHERE IN THE WORLD...?

The locations are many and varied as you traverse the globe. You then progress to caves and then progress to caves and waterfalls. Other locations include skyscrapers, trains, motorways, the back of a lorry, docklands, Chinatown, and even an army basel Perhaps the most exotic locale is on board an ariship. Here caution is required to avoid being good out and falling to your



As in all games of this type, the end of each level is patrolled by a giant quadrian who must be beaten. On the first level there's a giant robot samural, followed by a Shadow Ningi in a decol Then there's a giant bomb, guarded by a laser defence system, a Terminator Android, a giant truck packed with missiles, Spiderman and Bathama lookalikes, Godzilla, and finally the head baddle himself - The Master. As you can imagine, he's a real toughlet.



MEGADRIVE

REVIEW 2





AN ARMY OF BADDIES

The Zeeb army is a large one, and features a variety of soldiers. On level one there's ninja, flying ninja, robot dogs and samurat. On tater levels there are machine-gun wielding soldiers, grenade throwers, Rambo tookalikes with giant flame throwers, karate experts, female ninja and robot defence systems! And they're all out to stop you to stop you

COMMEN

This has to be one of the most outstanding games on the Megadrive - or any console, come to that. The graphics are exquisite, the music supers, and the gameplay out of this world! I was outlably wowed by this game, and you will be too: there aren't many games around that are a match for this, which really pushes the Megadrive to tis limit. I can assure

MATT Megadrive to its limit. I can assur you that you will be ecstatic with this if you buy it - it's what you bought a Megadrive for in the first place!



IT'S A KIND OF MAGIC

Shinobi has access to four types of Jitsu magic, and needs them in order to get past the bosses. FUSHIN: Creates flickering after-images of Shinobi. These take all the damage for you until there's none left.

left.

IKAZUCHI: Causes lightning around Shinobi's body which protects him.

KARIU: This magic creates sheets of flame which scour the screen, giving any baddies serious grief. MIJIN: Makes Shinobi explode in ritual suicide. Loses a life, but has a devastating effect on the opponent.



MEGADRIVE

REVIEW

▼ Unleash your magic to devastating effect!



COMMENT

I'd be more than impressed if I'd played this game in the arcades. But on the Megadrive? Wow! It's an absolute treat for the ears and eyes. Each level

JULIAN masterpiece, from the depths of Chinatown to

the top of the tallest skyscrapers, and the animated opening sequence will leave yo gasping with admiration. The sprites are simply superb - the animation on all of the nemies and Shinoib himself just has to be seen to be appreciated. On top of that are the incredible rock soundracks and stunning sound effects! All that would be useless without decent

useless without decent gameplay, but Revenge of Shinobi doesn't disappoint her It's challenging and amazingly addictive and keeps you glued to the machine for hours at a time - I just didn't want to stop playing. Revenge of Shinobi reality shows off the abilities of the Megadrive - it there's one game to buy for it, it's this! The first guardian - climb the wall on the left and let loose your shuriken!



SECRET BONUSES

Revenge of Shinobi is packed full of secret bonuses somersaulting and firing in certain places may uncover extra energy, bonus lives or even ninja magicl They're all tricky to find, but expert ninja should be able to discover them all!







BY: SEGA

PRICE: £34.95

GAME DIFFICULTY: MEDIUM LIVES: 9 CONTINUES: 3

SKILL LEVELS: 4
RESPONSIVENESS: NINJA QUICK





PRESENTATION 950

Stunning opening sequence - and continues to impress throughout the game.

GRAPHICS

Highly polished with some parallax scrolling

that'll knock your socks off.

94%

Loads of incredible tunes and effects!

So addictive and easy to get to grips with

ASTABILITY 90%

The game seems never-ending and the

The game seems never-ending and the multiple skill levels add plenty of long-lasting appeal.

OVERALL 94%

Utterly brilliant in every way. If you don't make this your next purchase you're mad!

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the rest.

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Power Base Converter

Arcade Power Stick





SEMICE

Scient Service casts you as a submarine commander during World War Two. You must hund down convoys and sink them white avoiding the destroyers that guard them. The game switches between views from your perscope and strategic displays of your vessel, and maps may be accessed to priporit the enemy's location.

On-board sonar warns you of approaching destroyers and lets you know when the enemy has been hit by your torpedoes or gun. Options allow you to select practice modes or go straight into missions which include right attacks, surface raids, and cal-and-mouse actions with the depth charge carrying destroyers.

destroyers.

Successful hunting requires close shots but it is often better to keep your distance and manouevre into a position that allows an unaware convoy to steam straight towards you, saving you from having to chase it all over the Pacific!



SUB-OPTIONS

your rank (which varies from midshipman to captain). Other choices to make life more dangerous include limited visibility, zig-zagging convoys, deadlier destroyers, and even the chance that some of your torpedoes are duds!

WORSE THINGS HAPPEN AT SEA

Submarine crews during the last war did not lead plamorous lives. They spent weeks at sea in cramped, unlygienic conditions in constant fear of attack from the surface, knowing that if hit by depth charges they faced a cold and terrifying death. Supplies were limited by space, so illness caused by vitamin defliciencies were comman, as were psychological problems because of overcrowding.





- The map screen you can zoom in or out to locate the fleets.
- A ship has been sighted so check the distance before firing.



COMMENT



Silent Service is one of those rare creatures: a strategy game for the Nintendo. It has a depth (no pun intended) that is normally found in 16 bit computer games. In that sense the game is a refreshing change from platform and shoot em up games. The graphics are good and the array of options make the game easy to get into,

MATT lacking in atmosphere and real excitement, especially as there can be long gaps between the action. Despite this the game is a worthy addition to any collection and is up to Microprose's usual high standards.

DIFFICULTY LEVEL

CONVOY ZIO ZAOS NO DUD TORPEDOES REPAIRS UNDER FIRE STANDARD DESTROYERS

STANDARD DESTROYERS
CLOSE CONVOYS

OVERALL DIFFICULTY LEVEL: 2

◀ The selection screen - decide how realistic you want your mission to be.

KNOW THE SCORE Each enemy vessel is worth "points" based on its tonnage.

"points' based on its tonnage. Therefore tankers tend to be worth more than troop ships in your attempts to cripple the Japanese war effort. Destroyers aren't particularly heavy, but it's a good idea to sink these first - before the sink you.

NINTENDO

▼ He's in your sights, and you're closing fast



RGET RANGE

A hit! But at this speed you're going to collid with the ship. Better make sure it's going to sink by firing another.



He's sinking fast, but issue the order to dive. The destroyer's near, and depth charges can ruin your day!



ARGET RANGE 3007 TARGET

Check the guages to get an overall guide to the state of your sub.



Sonar reports help to determine if your attacks are successful.





▲ The damage screen allows you to locate problem areas, as well as giving you a pretty picture!



Fuel

Water

AFTERBODY
Oil Tanks
Turbines
Depth Engine
Gyro Steering Engine
Immersion Mechanism
Starting Lever
Depth Index

Manifold

WAR HEAD AIR FLASK Exhaust

YPICAL TORPEDO

COMMENT

THE HUNTED

Japanese convoys consisted of cargo ships, tankers, trops ships and escorts of destroyers. Of these, the tankers, with their vital supplies of oil, were the most important targets to the American subs. The sonar equipment carried by the convoys was lop notch and the convoys was lop notch and the convoys was lop notch and depth charges were not too. deficient, allowing the subs to make deveatating night raids on Japanese shipping the subs to make deveatating night raids on I'm not usually a fan of this type of game - there are far too many controls and not enough things to blow up for my liking! However, practice makes perfect, and once you get into the game, the action becomes quite tense as you start hunting down and destroying war ships before they get you. The multitude of difficulty options

JULIAN gives the game plenty of lasting challenge. I wouldn't recommend this to an arcade fan, but if you're after something a little different, Silent Service is well worth looking at.

OMMENT





PRESENTATION 810

Attractive intro screens and option displays

GRAPHICS

A bright and colourful game but the graphics are sometimes a little blocky.

SOUND

76°

Plenty of atmospheric effects.

LAYABILITY 82%

Manages to create a tense atmosphere during combat sequences.

STABILITY 86%

It's hard to imagine "finishing" this game, and it's one you'll come back to for a break from the more usual Nintendo fare.

OVERALL 82%

Although it lack the immediate action of other games, Silent Service is an enjoyable and interesting sub-simulation.

MUTANT MADNESS!

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he evil Professor Flyin Atombender has backed unless he's paid an enormous ransom within 12 hours will launch all nuclear missiles and obliterate humankind. Sounds like it's time to call Special Agent 4125 to sort out the situation. But remember - the clock is ticking.

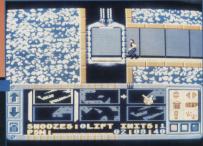
The world-saving mission involves penetrating Atombender's 32-room underground bunker and tracking him down before he destroys the world. Simple? No chance - the place is riddled with robot defence systems who are alerted to Agent 4125's presence and are out for his blood. If 4125 touches a robot, or is caught by the electric bolts they fire, he's stunned and ten minutes is knocked off the timer.

Atombender is locked behind steel doors in one of the rooms, and to enter 4125 must find and assemble a secret codeword from a microfilm. Evil villain that he is, Atombender has shredded the microfilm into 32 pieces and hidden them all over the bunker, so 4125 has to search all the furnishings in the place to find the pieces of film.

Once all the pieces of film have been collected. 4125 has to assemble them together to obtain the password - and then he can open the door and give Atombender a good kicking.

MICROFILM ASSEMBLY

Once all the film pieces have been collected, 4125 Once as the time process have been collected, 4125 has to assemble them to form an 8-letter password Each letter is obtained by overlaying four matching microfilm pieces to make a solid rectangle. This is tricky since the pieces are all jumbled when they're collected, and have to be rotated to fit together! It takes quite some time to solve the puzzle - so make sure you leave yourself enough time to do it AND get Atombender's lair!



THLETIC AGENT

en, but if he falls into a hole at the bottom of the screen, ten minutes is knocked off the timer as he





SEGA





You have a strict time limit, so don't hang arou



The music memory game - win it for extra robot snoozes.

COMMENT



Impossible Mission is one of my all-time favourite games - its excellent graphics (check out the amazing animation on Agent 4125 and the robots) and superb sound effects (including sampled speech!) gives it a fabulous atmosphere. The gameplay is simply brilliant, testing your reflexes to their utmost as you leap and run around trying to avoid the

JULIAN robots, then requiring brain power to piece together the microfilm. It's certainly a tough game, but even if you do complete it, because the game is different every time you play it, you can keep on coming back for more. If you want to play one of the best games available for the Sega, look no further than Impossible Mission

THE DREADED DROIDS

The robots in the bunker all follow preset patrol patterns, - some are stupid and just patrol a set course no matter what happens - others follow 4125, or chase after him once he's spotted. Make sure you study the robots when you enter the room so at least



SEGA



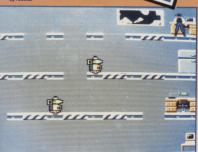
Evil Elvin Atombender has a strange sensi



Log onto the terminal below and activate a robot snooze!



The banded sections are lifts, usually guarded by robots.



COMMENT



Impossible
Mission is one of
the best games
to date on the
Sega. The
graphics are
bright, robust
and colourful,
and extremely

well animated -

MATT 4125 runs, leaps and somersults like an Olympic champion. The sound fits the bill perfectly, with buzzing robots, Atombender's taunts and the never-shattering scream as 4125 plumets to his doom. Overal, M has just the offern of the control o



PRESS START BUTTON

BL: NO GOLD

PRICE: 629.99
RELEASE DATE: NOV
GAME DIFFICULTY: MED/HARD
LIVES: TIMER

CONTINUES: 0 SKILL LEVELS: 1 RESPONSIVENESS: EXCELLENT







PRESENTATION 83%

Superb on-screen presentation, but no options.

GRAPHICS

91%

Atmospheric backdrops and superbly animated sprites.

SOUND

Sampled speech and great spot effects.

PLAYABILITY 97

Incredibly addictive from the word go!

LASTABILITY 92%

Since it's different each time you play the challenge is always fresh.

OVERALL 94%

An utterly superb game that simply oozes class. Don't miss it under any circumstances.

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MEGA



-B-GET EGUIPPED WITH BUBBLE-LEAD

Megaman returns to save us all again! The evil Dr

Megaman returns to save us all again! The evil Dr Wily has unleashed eight robots on an unsuspecting world, so your mentor, Dr Light, sends you to defeat them in their hideouts.

Each level is selectable at the beginning of a same, allowing you to start at a harder level if you wish. Your opponents include Metalman, Bubbleman, Amiran, and Quickman: each has their own set of smiran, to defeat as well as their own special form of attack. Our here can leap and shoot his way through the screens to get to the enemy robot who is found at the end of each level.

After defeating each end-of-level baddie Megaman can then utilise its weapon to his own advantage, and at certain points Dr Light bestows borus gifts upon you. The trick is knowing when to use the options available to you - Culckman's bomerangs can come in handy against difficult to-shift creatures, but Woodman's leafshield is fairly useless against a tough attack.

The eight-way scrolling screen combined with great graphics and a tough but fun challenge make this a game to watch out for - we'll be reviewing it in full soon!



DON'T POINT THAT

The spiffy weapons to be collected add a great deal to the game. They can be selected at any point (once you've collected them) and used to devastating effect in the right place. They are colour coded to help the stupid, so there's no excuse for not shouting, "Eat bubble-lead death, matey!"



TAKE YOUR PICK

The selection screen lets you tackle any baddie you like. Bubbleman is the easiest, followed by Airman and the rest of the baddies in a clockwise direction. Choose your foe, press the start button, and get shooting. But be careful not to get too cocky - later levels are tricky!















RELEASE DATE: JAN '91 GAME DIFFICULTY: MED/HARD LIVES: 3 CONTINUES: UNLIMITED







The sourge of the spaceways, the gent lized Zelos, has deevured the him works of Ciradius and Lais. The only chance of escaping Zelos sounces he is the shape of how super starting there, storach lies in the shape of how super starting there. Routilheids Space Destroyer, armed to be seen with the very latest in military technology. Who're the dumb schmucks who get to fiy and Guess who.

So sets the score for Life Force, or Salamanders with the best force on the Life Force is made to the small coin on the Life Telos is the sequel to the small coin on the Life Force is force in a control of the Life Force is force in a routine size.

weapons, alien bad guys, big end-of-level beasts and lots of huge explosions. The object? Just get out there and blow 'em to oblivion!





A steady hand gets you | through this part.



Accuracy is better than blind







FEEL THE FORCE

Life Force was one of a series of three coin-ops that appeared between 1985 and 1988. The first, Nemes (or Gradius as it's known to NES owners), was one of the first shoot 'em ups to include enhanced weapons multiple shot power and giant end-of-level guardians. A year later, Salamander appeared, and in 1988 Konami released Vulcan Venture, which is soon to be

released on the NES under the title of Gradius II Vulcan Venture featured full 8-way scrolling, and a

to be seen to be believed, with creatures, and some hideously gut-wrenching



TRANSDRIVE "SPEEDUP" BOOSTER: Increases both speed and maneuverability of your ship. Recommended GRADCORP FORCE SHIELD:

This protective energy field envelops your ship, protecting it for a short while from collision with enemy missiles and vessels. CP-26 "RIPPLE" LASER: Hoop laser, which progressively gets larger the further it is from the ship. Reasonable for medium-field destruction, but not too fast **FAFSSM-17 DESTRUCTO** MISSILE: These fire and forget projectiles blast from above and below the ship in tandem, and are multiplied twofold with each

TX-3 MACROLASER CANNON: This is your basic weapon, Single shot, pretty ineffective LCX MARK V PLUTONIC LASER: This baby slices through steel plating like a hot knife through butter. Probably the most effective weapon available RB-9 *MULTIPLE* OPTION: A glowing sphere which tracks the movement of your ship.



GAME DIFFICULTY: MEDIUM CONTINUES: 3 SKILL LEVELS: 1





One or two-player option and great screen

lavout.

Detailed and colourful sprites and backdrops.

Very similar tunes and effects to the arcade version.

A bit difficult at first, but it's good, clean alien blasting all the way - and dead

addictive tool

Six levels of frantic action and the two-player option ensure a long-lasting challenge.

A stunning shoot 'em up which is a must for your collection.

COMMENT



graphics, great extra weapons, simultaneous two-player action

and a huge variety of aliens to blast into oblivion, Life Force is a blaster

JULIAN and a half! The way it switches between

horizontally and vertically scrolling landscapes adds extra variety to the gameplay, and the different strategies required to beat the mean end-of-level guardians makes this both challenging and addictive. Life Force is by far the best shoot em up currently available on the Nintendo - if you're into games of this type you'd be silly to miss it.



COMMENT



Salamander may be getting on a bit now, but it still ranks pretty highly as one of the better shoot 'em ups. So I was extremely pleased to see that Life Force retains almost all of the major ingredients that made its arcade parent so enjoyable. The graphics and sound are as close as one could hope for, and the playability is just about right - not too easy, nor over-impossible.

Some of the later levels are a bit complex, but practice makes perfect, as they say. If you're a fan of the coin-op, or just love a good blast, don't miss it





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To continue from where you left off, press START while holding down A

WRECKING CREW

If you get the golden hammer, jump in the air by pushing the A and B button rapidly and push your man in the direction you want him to go.

LIFE FORCE

Press up twice, then down twice, then left, right, left, right, button B, button A, then Start button from the title screen to gain 30 lives. Thanks to M. Ritchie of Fife for that.

COBRA

Collect 3 speedups, 3 missiles, 2 fires, and 1 turbo then allow the time to run out. Provided you collect the "1-up" you will not lose a life. Courtesy of Lee Cooper of Grimsby.

GUN SMOKE

On the title screen press A four times, SELECT four times, RIGHT twice then START to receive a machine gun with 300 bullets!

MIKE TYSON'S PUNCH OUT

To fight in "Another World Circuit" type in the code 135 792 4680, hold down SELECT then press buttons A and B simultaneously.

GHOSTS AND GOBLINS

To get to the higher stages without having to fight your way through the lower ones, hold down RIGHT and press B three times on the title screen. Then press UP and B three times, press LEFT and B three times, and press DOWN and B three times. Then press START and use A and B to select a stage.

KUNG-FU

When walking along on levels three, four and five always do low kicks because it's probable that a few tom-toms will be following the grapplers.

To kill the Level One boss: wait for him to stand up and do two low kicks so he steps back, then move forward and follow the same procedure.

LEVEL TWO BOSS

Wait until he has thrown his boomerang, run up to him and do a flying kick, then follow it up with a few low kicks.

LEVEL THREE BOSS Wait until he has kicked, then run

up to him and rapidly do low kicks.

LEVEL FOUR BOSS Wait until he has thrown a bomb then walk up to him and do low

then walk up to him and do low punches to his chest. Once half his energy has gone he will reincarnate; move back and wait until he has thrown the bomb, then do low punches to his chest.

LEVEL FIVE BOSS Let him make the first move, then

FIRE MAN

FLEC MAN

Let him make the first move, then just do what you feel is a good move.

Jump when the flame tongues are

descending to get past. The same

tactic should be used to get past

the sheets of flame. To kill Fire

Man himself, just keep shooting,

even when hit. Don't turn your

back on him - you'll regret it!

Use a super weapon on the

spines. The small ladder on the

right of the screen leads to a big

energy capsule. The Watchers

must be shot right away, as their

the disappearing steps, and wait

for the noise to just about finish,

then jump. The magnet beam is

gained by picking up the blocks

and throwing them. Avoid Elec

only takes three shots to kill him.

You need the magnet beam to

make long steps to get to the right.

Use bombs on the boss and jump

when he lands, but otherwise he's easy to remove!

GUTS MAN

Man's shots - they're deadly - but it

lightning is lethal; go to the right of

FRIENDLY

MEGA MAN BOMB MAN Don't pick up the little dots or you

won't get anywhere. When the Bombombs start coming down, keep to the left on the ground. Sniper Joe can be killed with fire when he is jumping or shooting: the one in the niche gains you an extra life. When you reach the second Shell screen jump from the ladder platforn immediately. The boss can be beaten simply by dodging and using loge range fire.

ICE MAN

Decapitate the Crazy Razys with your boomerang at the start. Use another weapon to get rid of the spines. Learn the patterns of the steps: the first is wait, jump, jump, wait, jump, jump; the second is j, j, w, j, w, j (up), j. Use the elecbeam on lee Man in the same way as Fire Man.





first MEAN MACHINES tips section. We've got plenty of tips for Sega, Nintendo and Megadrive games - but we want more. And that's where you come in. If you've got some great tips, maps, cheats - or anything else that you think help or amuse other console gamesplayers. why not send them in to MEAN MACHINES? We've got a big prize of £150 worth of console software for the sender of the best tips of the month. So come on all you ace gamesplayers and share your tips with the rest of the console world. You never know, you could even end up with a big prize for your efforts!

A big welcome to the very





LEVEL ON

Flying kick or repeatedly punch the cartwheel thugs. At the end of the street punch the Ninja Sisters off the ladder as they climb down. To defeat the guardian use repeated punches in one-player mode or, in two-player mode, flying kick the baddy while your partner is being strandled.



LEVEL TWO

When you reach the top of the building climb up the final pipe. The helicopter will come quickly - jump down and run to the right to avoid its buillets. Knock the baddies off the building to dispose of them quickly When you reach the heliplane, backflipping enemies will appear. Use flying kicks to defeat them but avoid their knives.

LEVEL THREE

Try to lure the Big Boss to the door. When it opens punch him. Do this twice.



LEVEL FOUR

Use six sidekicks on the first Big Boss, repeated punches on the second.



LEVEL FIVE

At the house, throw back the firebombs to dispose of the baddles and use the same technique on the Big Boss as in level four, keeping away from the edge of the ciff. When the somersaulters appear use flying kicks. When the sky water machine appears jump onto the platforms and get rid of the Boss by standing on a platform and punching when he jumps.

LEVEL SIX

Watch out for dripping torches. Wait until all platforms appear then jump through the window.

LEVEL SEVEN

When you pass the moving platforms go through the door. You will have to kill one thug and a guardian. Use the same technique as in level one but be careful as the floor disappears. Go through the door and jump over the cogs. Climb the ladder and jump onto the platforms to reach the door.



LEVEL EIGHT

Dodge the Shadow's shuriken. When the King arrives, use a flying kick but watch his legs when your partner is being attacked; use a flying kick on them. If the King turns invisible keep jumping up into the air. When the screen flashes you have killed him.

GRADIUS

Pause the game and push UP, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, to receive a near-full arsenal of weapons

ROBOCOP

Once you have used your first three continues hold down buttons A and B, SELECT and START. You'll switch to the main title screen where selecting Continue will put you back to where you left off with infinite continues.



METROID

In order to defeat the mother brain you must stand in the platform where the final Zeebethe was and destroy it with over 30 missile shots. You must not move from this platform unless you have to dodge the Rinka (the Fire Rings). It's best to freeze them with the ice beam and do a runner.

RAD RACER

If you press the start button while holding down button A you can continue from where you left off. Press button A and Start together in order to continue at the same place when you die. Finally, when you crash that he START button several times to slow down the rate at which time decreases. Cheers to Jody Goodall of Manchester for that.

RUSH 'N'

In stages four and five, if you blow up a certain land mine a secret staircase will appear.

At the end of level two stay on the left hand side and the rocket men can't get you, but watch out for the knife men.

PUNCH OUT!!

Enter code 007 373 5963 and fight Tyson himself.



ALTERED BEAST

Stuck on this free Megadrive game? Check out these tips, sit down, have a cigar - you'll go far. The spirit wolf always comes after the two brown wolves. If an ex-frog tries to suck your head off, run left or right then attack it. The quicker you transform, the quicker the end quardian arrives.



LEVEL ONE

This quardian is a demon surrounded by corpses, and he throws heads at you. Destroy him by firing with the A button, and when he throws heads, stop firing and dodge them by running left and right. Then start firing again he takes about fifty shots



LEVEL TWO

A plant-like creature which fires "Octeyes" at you. Fly straight at him so you are just touching the main eye, and before the pod opens to release the rest of them, use button B (the electric field). Keep pressing as fast as you can, because he's quickly destroyed.



LEVEL THREE

This is called a Mouldy Snail - a dragon in a snail's shell. Use button B and keep spinning into it.

LEVEL FOUR

The fatty crocodile. This is the hardest to destroy, as it fires small dragons and fireballs at you. As soon as it appears use button B to skim it at the top of the screen. Keep ducking and occasionally use button A when you have to avoid fireballs



LEVEL FIVE

A large Hell Boar: it runs straight at you when the cloud has gone. Just keen using A and pulling down - it takes about 20 shots.

GOLDEN AXE

To select any level, press button B on the character select screen, push the controller down and to the left and hold down START. A small number will appear in the top left hand corner of the screen and, by using up and down on the ntroller you can select the level







AFTERBURNER

As many of you Afterburner pilots have noticed, you can get from levels 1 to 12 without getting hit by holding the joystick in a diagonal position (but keep firing off everything you've got and dock with the tanker for those hit-counts - you should be able to get an extra life by stage 12).

From stage 12 onwards however, this method doesn't work. Instead, at the beginning of stage 12 climb as high as possible. and as soon as you see the first missiles launched towards you. dive as low as possible. You can out-fire and out-climb the missiles which disappear off the top of the screen. Then stay down until the next lot of missiles appear and repeat as before - except climb hard. If a missile does manage to follow you, dodge it by going up or down, and then in the opposite direction as it gets close to you. You may find yourself going continually up and down, but it workel

RAMBO III

Shoot the cavern roof above Sergeant Koloff to kill him!

MY HERO

When you come to fight the end of screen yob, only use kicks to the head and don't get trapped in the corner of the screen. Using the kicks to the head you will beat him faster, and the faster you beat him the more lives you collect.

When you fight Mohikan, use the punch or the high kick only, and afterwards you'll get an extra life as well as the one you get normally.

RAMPAGE

Whenever you can, pick up a woman from a window and just hold her. If you don't eat her your score will be boosted. Don't eat bombs or punch trains, as these drain your energy.

When jumping off a building, keep the up button depressed and you will climb the building nearest. When a tank fires shells at you, jump into them and you won't get knocked out.

R-TYPE

Before switching on the Sega, put both joypads in and hold control pad one diagonally down and right. hold control pad II up and left and hold down button I. Keep holding them all down and switch on the Sega, and keep everything pressed until the R-Type loop comes on screen. Now start a game and you'll be totally hard! At the end of level four you reach a screen packed from top to bottom with green dots. About half way through at the top of the screen is a gap in the landscape - fly up and go into it and you're transported to a honus level!

On the continue screen (after the game over screen) a countdown starts. At this time, rotate the directional pad counter-clockwise until the countdown stops (it stops automatically). Release the directional pad and you enter the sound test. To change sounds, rotate the directional pad right to left and push button 1. There are

17 sounds to listen to.

There are two continue modes.

There are two continue modes. The first allows between 10 and 12 continues. When you have died three times and the continue screen appears, rotate the directional pad of control pad I clockwise quickly and you will receive between 10 to 12 continues depending on how quickly you rotate the pad.



ACTION FIGHTER

back - it'll disappear.

On the name entry section, type in SPECIAL to make you bullet proof and give you an extra three lives when the timer runs out.

Another useful tip is to get rid of the helicopter when driving the car: simply turn into a motorbike and

POWER STRIKE
To begin the game with ten lives.

To begin the game with ten lives, push joystick DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, LIP, RIGHT and button 1 twice

RASTAN

For unlimited continues, switch on the machine and, when the Sega logo appears, hold down buttons 1 and 2 and push the control diagonally down-left.

QUARTET Push PAUSE four times on the title

screen and any button on joypad two for sound test.

WONDERBOY III

To instantly control all you alter egos, with loads of dosh and a complete armoury, type in WE5T ONE 0000 000 on the password screen.

GOLVELLIUS For a really crazy cheat, try

entering the following code:
QQQQ QQQQ QQQQ
QQQQ QQQQ QQQQ
QQQK

ALEX KIDD IN HIGH-TECH WORLD

Some of the clouds on the ninja section are yellow. Shooting them five times reveals a box worth 200

POSEIDON WARS

To continue a game, just push the joypad, down, down, down, down, down, right, right, right, right, right, right, push the joypad, up, left, left, down, down, right, right, right, and

ALTERED BEAST

To continue the second time press the lower left diagonal D-button and both buttons. To continue the third time press the lower right diagonal and both buttons. The fourth and final continue can be achieved by pressing the upper right diagonal and both buttons.



BLACK BELT

When you come to the opponent in the room with the picture here's how to beat him. Trap him in the corner of the screen and duck and punch him in the stomach. Once his power is used up comes the confusing part - how can a man with no power light back? We don't know either, but after you complete the next move he won't be fighting back. When he jumps



contact he stops dead in mid-air and then and only then can you beat the hell out of him.

beat the new out or min.

This other cheat has been
printed several times in different
maps, but note so mit to the
maps, but note so mit he falle
printed several times in different
several times to the falle
several times the several times of the
maps of the falle
several times of the falle
several times of the falle
several times of the
several times times times
will go a bit messy, but sort
have a whole load of kung-fu fun
and froices.

CAPTAIN SILVER

To utilise the continue option, push up and press both buttons at the same time. This works on all levels past the first one, and restarts the game at the start of each level.

CHOPLIFTER

the battle ship, fire and up come Jaws!
On level 3, travel backwards

past the lava pit.
Shoot the first enemy rocket

Shoot the first enemy rocket base several times, and after a while Superman appears. The prisoners will now run twice as fast. Wheee!

ENDURO RACER

If you want to jump levels, on the title screen press RESET, then UP, DOWN, LEFT, RIGHT on control pad I. You can now choos the round you want to play.

GHOSTHOUSE Punch the light bulbs to freeze a

Punch the light builds to freeze all the characters on screen. This works three times a level only.

ACTION FIGHTER

DOKI-PEN HANG-ON GP-WORLD

KENSEIDEN

Climb big Buddha and push up for a secret screen!!!

If you want to access the round select feature, turn

off In Saga, press and hold button I and II, then turn the given hack on and continue to hold buttons I and II down until the title screen with the figure appears. Release buttons I and II and press the top left hand corner of the directional pad and button I. Round select followed by a number will appear. You can select the level with the directional pad and push either button I or II to start the game.

The game offers training sessions (rounds 5,6,8 etc). Use these sessions before you begin to battle the levels. If you are able to get through these training

SPY Vs SPY

When you are selecting difficulty and number of players, choose the option so that the airport room can be found from the start. Find the airport room seal it off with traps and wall in an adjoining room. Wall for the opponent to find all the goodles, then when he tries to come through the door, he'll be killed and you can go and get the lot and head for the airport.



THUNDERBLADE

When approaching the end of level fortress, move up to either top corner and hover there. The fortress should now blow up without you touching it.

In the second half of stage one (the city) you can dodge the tanks' missiles by moving in an anti-clockwise square around the edge of the screen. As in Afterburner, however, keep firing for those valuable hit-counts!



TRANSBOT

When you reach the first city, three devices appear called Hiltuns. If they're blasted with weapon system D, the mission will then continue on the underground level.

WONDERBOY

On title screen press button I, then press button I again twice, and then button II twice. Hold both buttons down at the same time, and press the D-Button up for a higher round.

In Wonderboy you need to collect a total of 36 dolls (one each round). On area nine, round four the doll is actually found in a fire. If you have all 36 dolls after killing the monster at the end of Area 9 you go onto round one (area 10). From now on you can't jump up levels or rounds - you can only go down!

FREE GAME

This is an oldie, but some new Sega owners might not be aware that there's a free game actually built into the machine. Turn on the machine while simultaneously pushing the control pad buttons and

simultaneously pushing the control pad buttons and pushing upward - a maze game scrolls from the right and you can play away...

STUCK IN A GAME?

If you not write to the MEAN MACHINES Tips Helpline?
We'll be printing letters from gamesplayers who've got
themselves stuck in a game and will try our best to get
them out of their predicament. And if we can't help,
perhaps one of you readers can?

perings one of your readers cain?

If you're a gaine genus, perhaps you d like to put your name forward for the Tips Helpling? Write to us at the address below and don't trept to state which yours you know! Readers who are then stuck can write to you, and as stong as they enclose a stamped addressed envelope, you can reply to them. So not only will you be helping other gamers - you could also make some new frends!

make south row measure.

Letters should be sent to. TIPS HELPLINE, MEAN MACHINES, PRIIORY COURT, 30-32 FARRINGDON LANE, LONDON, ECIR 3AU. By the way, DO NOT not phone in with your problem - we do not give any help on the phone. Write in and you're guaranteed an answer. Okay?



SEGA

MEAN MACH







▲ Wonderboy in his "normal" form - this is how you start the game.



▲ Each door leads to another subsection of the game. Check all of them carefully!

We per Wonderboy at the call an aducus W pourriey - a pourrey full of the pour and company and the state of t

approach the lair of the evil discount viceous of terrorising the realms of Mons and Wonderboy is one step away to go a blow it Il never forget...
However, Wonderboy has no lo. One of this particular dragon's powers. We aren't about a rather lethal case of blad breath eith

this particular dragon's powers. We aren't about a rather lethal case of bad breath eith Dragon has the ability to curse his assailants causing them to mutate into Dragon Man - a human/dragon hybrid... Three guesses who his victim happens to be!

Cursed, wretched and deformed, Wonderboy must begin a new quest - to find some way of reversing the Dragon's spell - a quest that will take him through many levels of platform infested multi-directional scrolling chaos...

▲ A case of severe halitosis.

▼ Grab the money and buy extra weapons!



▲ Power-ups litter the landscape - collect the set!

Power-ups litter the landscape - collect
MEAN MACHINES 40

MONEY! MONEY! MONEY!

Vanquished foes leave golden coins behind which can be used to buy better weaponry, armour and other useful items at the weapons shops dotted around the map. So when you're bashing the baddies, keen collection the cash!



COMMENT



key to a previously locked door or even a secret room! Couple that to the sheer vastness of the quest

and Wonderboy III's "classic" status is assured All in all, a very slick Sega product with universal peal. Make sure it's in your collection - NOW

WONDERBOY -THE COIN-OP STAR

The original Wonderboy coin-op was a fairly good horizontally scrolling platform/shoot 'em up by Sena to cash in on the Super Mario Brothers craze. It was an appeared on the arcade scene Wonderboy III on the Master System is different to all three coin-oos, but has taken its the platforms and shooting of Wonderboy, the adventuring of

game, and was really an attempt instant smash and two follow-ups inspiration from them, combining Super Wonderboy and the cuteness of Wonderboy III in



The shop. Buy power-ups and extra lives if

you have the money - and if they're in stock! METAMORPHOSIS

MAYHEM At various points throughout the game, Wonderboy can transmute into different creatures - all of whom have varying degrees of skill in certain areas. Piranha Man has fine swimming abilities, Hawk Man can fly and Dragon Man can breathe fire and walk through lava. Mastering each character's strengths and weaknesses is

the key to success.



Try not to get a bad dose

COMMENT

of crabs



This brilliant Sega game kept me up late for more than a few nights when I first got hold of it. The combination of adventuring. shooting and platform action results in one of the best games of its type available on any console. The graphics are simply superb especially when the hero changes

into one of his many guises JULIAN Dragon Man is my favourite, since you can roast everything in your path with your fiery breath. The game is huge and there's loads to discover - one of the reasons why it's so amazingly addictive. If you're a new Sega owner, or simply missed out when this was released, make sure you add this to your collection



GAME DIFFICULTY: MEDIUM

CONTINUES: 0 SKILL LEVELS: 1

RESPONSIVENESS: EXCELLENT



Very well presented on all levels, with password and continue options.

Amazing sprites compliment the many-and-varied backdrops.

The usual Master System fare on this score could have been much better.

Incredibly accessible from the word go, with

addiction setting in almost immediately

So much to see and do that you'll come back to this one for months and months.

An outstanding golden oldie which deserves to be snapped up immediately!



MEGADRIVE

ne of the most evil beings in the entire Universe, Death Adder, has kidnapped the King and Princess of Yurial And the dirty swine has also carried off the legendary Golden Axel And to cap it all, he's killed some of your family. So grab your axe or sword and out on your fishibing Invasers. 'cos it's time for

revengel
Death Adder's gone and hidden himself in his great
big castle, and between you and him is his army of
horrid creatures. Goblins, skeletons, black knights,
ogres, glant swordsmen and even dinosaur riders are
all present to wear down your energy bar and stop you
in your tracks?

Sounds pretty bugh, erly Well, fortunately there are a few useful options on the tills excreen to help make life easier. First of all you can select a character – either a Dwarf, Amazon or Barbardann. After that you can adjust how much energy your character has, from six units to a suicidad one unit. You can fiddle with here control method and pick one which suits you best. There are also practice options – but more of those later. And finally there's a two-player option for simultaneous baddle-bashing!





Between levels, the story of your progress is charted on a fantastic map.



Two dino riders, an orc and two against stiff opposition.



The Amazon takes the 2.0 GTIT

RIDING THE DINOS

On the title screen you can choose your favourite character.

Knock a baddle off his dinosaur and you can climb aboard and use the dino to attack them! There are three makes of dinosaur - learn to recognise the

best dinosaur models and grab them as soon as possible.

Dino 2.0 GTI Turbo: A turbocharged reptile which breathes fire everywhere and causes mean damage.

causes mega damage.

MEAN MACHINES 42



Dino 1.3 Popular: Just swings his tail and causes a bit of damage to a baddie.



Dino 1.6 GL Ghia: Spits firebombs, which are quite jolly and cause a fair amount of damage.



MEGADRIVE









e ogres! The Dwarf is certainly up

MAGIC THE BEINGS

Each character is capable of using magic. Just pick up the potions that the annoying little blue pixies drop when you kick them up the ass and then press the magic button for a mega death-dealin' mound of mayhem. The more bottles you collect, the more powerful the magic. A full load ejaculated all over the enemy









COMMENT





SWORDS AT DAWN

There are two practice options: The Duel and Beginner. The former is a one or two-player practice game which gives you the chance to fight all the foes on a one-on-one basis. You only get one life, and at the end you get a rating to show how good a fighter you are. Beginner is a mini version of the game where you have to depose Death Adder Jr. There are three levels to beat, and if you can complete them, you're ready for the real challenge.





I love this game -it's got everything I want in an arcade conversion. The

ATT can be fun too!). uel adds a whole new The Duel adds a whole new dimension that wasn't in the coin-up, and there are two new levels: this adds to my high opinion of the game. Nothing beats a great beat en up, and this is one of the best in very sent of the coin doesn't stop a rathough the upposition get bougher all the time! You won't regire to bying this excellent game. If you won't regire to ying the coin the coin of the co

MEGADRIVE REVIEW

COMMENT



JULIAN an exact (and I mean exact) copy of JULIAN the arcade original bar two thingsthere are a couple of extra levels added onto the end of the game! Some people say that console software is expensive. But when you're getting the equivatient of an arcade machine with extra fevels AND two bonus games, £35 doesn't seem like a lot of money!



MOVIN' AND

All three characters have a variety of moves. There's straightforward running, jumping and hacking with their weapon. Combinations of these moves, though, gives a shoulder charge, jumping downward slice and backward roll. Learn them all and you should be















BY: SEGA

PKIUE: £34.99
RELEASE DATE: NOV
GAME DIFFICULTY: MEDIUM

LIVES: 3 CONTINUES: 2 SKILL LEVELS: 2 RESPONSIVENESS: SUPER



PRESENTATION 9

A fantastic array of options - this is how games should be.

GRAPHICS 91

Breathtaking backgrounds and sprites - even the skeletons' jaws chatter!

SOUND 85%
Great tunes and plenty of superb effects.

PLAYABILITY 92%

200/

...and plenty of challenging hacking and slashing to keep you going.

OVERALL 91%

A flawless conversion that even improves on the arcade game! Superb!

EAN YOB!

That rogue of the Computer and Video Games magazine letters page, YOBI, is expanding his empire and will also be answering the letters sent in to MEAN MACHINES magazine!

So, if you've got anything interesting to say about the magazine - or anything in general come to that, or have jokes, hilarious photos or even drawings, send them in to THE MEAN YOB. MEAN MACHINES, PRIORY **COURT, 30-32 FARRINGDON** LANE, LONDON, EC1R 3AU. If your letter, photo or picture is any good, you'll get it printed in the mag. And if it's the best letter of the month, we'll send you £150 worth of console software! So what are you waiting for - get writing!



OI!!! I WANT YOUR LETTERS!





Have you got a question you're just dying to get answered? Want to know about release dates of software? Or whether an old game is good or bad? Or whether a game is coming out for your system or not? Or do you have some technical question? Or want to know about some joystick or other?



Basically, if you want to know anything, send you letter to JAZZA'S Q+A. MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Jaz the Editor will put on his special clever trousers, look at all your questions and switch on his vast console-sizzling brain to provide as many answers as possible. which we'll print in the regular monthly Q+A column, which starts next issue. So get scribbling: you supply the questions - we'll supply the answers.







ndy's back - and this time he's brought his Dad. Well, as far as the game itself goes he hasn't (he only appears on a still screen at the end of the game), but by and large Indiana Jones and the Last Crusade follows the plot of the film.

It's a straightforward platform and ladders game in which the hero can run, jump, punch, and (if he's collected the item) whip his opponents so that he can

The first level concerns the adventurous archaeologist as a young man journeying through caves to find the Coronado Cross - avoid the baddies, climb the ropes and track down the Cross to move onto the next level, set on a horizontally scrolling train where more baddies (and rouge circus animals) must be avoided to get Indy to safety.

Scene three sees a grown-up Indy hero searching for the shield of the Grail Crusader, an ancient knight this all takes place in an underground cavern. Once found it's onto Castle Brunwald, then through an airship and finally to the ancient temple where the Grail is located.

As you can imagine, the game is crawling with nasty Nazis, and all have guns and knives which can do serious damage to your energy if they connect! Being touched by just about anything is fatal - so get toting that whip!



Indv climbs across the ropes to avoid the enemy.

ME M MACHINES

CRUS



When you jump, don't bang your head on the ceiling or you'll lose energy.



- Leaping from rope to rope to avoid the deadly
- Grab the whip! It'll come in very useful against the enemy.









▲ Each level is introduced by its own title

MY CUP BUNNETH

OVER

The Holy Grail was supposedly the receptacle of Christ's blood from the Cross, and has been the subject of many quests, theories, and beliefs. It has also been the subject of a number of movies as well as this one. The most irreverent has been Monty Python and the Holy Grail, which featured flying cows. killer rabbits and the Knights who say NI! A more serious approach was taken by the film Excalibur which retold the legend of King Arthur and Merlin. portraying the Grail as the ultimate symbol of faith and rebirth. In the comics world Camelot 3000 (drawn by Brian Bolland of Judge Dredd fame) has explored the idea of Arthur's return - he was, after all, the once and future King - to save Britain in its hour of need. Surprising he's not here already...

COMMENT

Indiana Jones is an impressive game with graphics of very igh quality, but he gameplay seems to me somewhat limited in comparison.

Having said that. the Master

System really needs a good platform-style arcade adventure game and this fits the bill with room to spare. Swinging with the whip is great fun and even though the game is very tough, it's addictive and will have you playing long into the night. A high quality game that deserves a place in your software collection.



AT THE MOVIES





Indy scales the walls of Castle Brunwald on level three.



Indiana Jones and the Last Crusade is almost as hard as the hero himself! From the very beginning the odds are stacked against you as you battle an amazingly tight

time limit and hordes of gun-wielding heroes. There are plenty of nasty hazards and traps to catch out an unwary Indy - so prepare to lose plenty of lives. It certainly helps if you make a map, since the game is the same every time you play it. The graphics are truly superb, with some of the best sprites and backdrops I've seen on the Sega, and the music's not bad either. Seasoned platforms and ladders fans should be in their element with this - those not so good at this type of game might find it all too frustrating, though.



The airship level where the screen moves up and down to simulate flight! Watch you don't get air-sick!! Indy runs along the top of a train on level two.



ONA TONES LAST CRUSEDE

GAME DESIGN AND PROGRAM

REPROGRAMMED GAME

RELEASE DATE: NOV GAME DIFFICULTY: MEDIUM

CONTINUES: 2 Skill levels: 1 RESPONSIVENESS: ALRIGHT







PRESENTAT

No options, and the intro screens are very

bland.

The detail on the backgrounds is amazing and the Indy sprite is superb.

A rendition of the theme music plays throughout which adds atmosphere to the

An addictive little number that will have you battling to the end!

Not much to hold the attention once the game's been completed, but that will take

You'll believe a man can whip! A great looking game that offers plenty of fun.

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TRUXTON

RAMBO III

SPACE HARRIER II

THUNDERBLADE



of the charts, closely followed by the stunning conversion of Ghouls 'n' Ghosts, Revenge of Shinobi follows right behind, with Super Hang-On and Forgotten Worlds completing the top five. Truxton is looking good in the number seven slot and Rambo III could well move up from number eight. Space Harrier and Thunderblade prop up the charts - will they be there next month?









PREDICTIONS

MEGADRIVE: Revenge of Shinobi SEGA: Impossible Mission NINTENDO: Turtles!







TO	P	NINTENDO
1		SUPER MARIO II
2		LEGEND ZELDA
3		ADV OF LINK
4		SUPER MARIO
5		TRACK AND FIELD II
6		SIMON'S QUEST
7	100	MEGAMAN
8		LIFE FORCE
9		PUNCH OUT!!!
10		METAL GEAR

NINTENDO

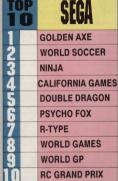
It's obvious who are the Mintendo players' arounted Many and Link dominate the top slots this month - Mario at numbers one and four, and Link at two and three However, Megaman and Lile Force are just outside the top five, and took set to climb higher - watch this space! We confidently predict that the Turtles will storm into the charts next month - check out the review elsewhere in these hallowed pages and you can see exactly what we're falking about!

基本	 HH
⊜লললললল	
- Francisco	



SEGA

of the Sega chart this month you people obviously love a good beat 'em up. Just pipped to the number one slot is that super football simulation. World Soccer at its new re-release low price - if you haven't got it, look out for it. Ninja is next - another low-cost special, with the superb California Games and Double Dragon taking up the next two slots. At the low end of the Sega charts is R-Type. World GP and RC Grand Prix (racing games seem to be popular here!), but expect Supe Monaco GP and US Gold's excellent games which are reviewed this month to appear very soon indeed.









NINTENDO



REVIEW

For a plumber, Mario leads a remarkably old life, After waking from a deam in which he climbed a staircase, opened a door and heard a call for help, Mario has climbed a staircase in a cave, opened a door and heard a cry for help Herioc is saniation technician that he is, Mario leaps through the door and finds himself in Subcon where he has to rescue the population from the curse of a vile froglike despot called Wart!

Mario's mission is divided into 20 stages, spread over seven workfds, which are packed with 29 breeds of Warts evil servants. At the far end of each stage is a targe mask which hides the door to the next part of the game, but to get through it. Mario has to destroy a boss character who throws either eggs, bombs or rocks, by grabbing the missiles and throwing them straight back.

Each world has it's own type of terrain, and Mario can find himself legging it over green hills, sheets of ice, schools of whales, deadly desert quicksand, through caves - sometimes he even takes to the clouds!



▲ Oohh, it's dark in here - see if there's anything to discover!

SUP MARIO

JOURNEYS INTO

When Mario plucks a potion, and throws it to the ground a door appears. Dash through the door and he's in subspace, where pulling up plants produces coins, and mushrooms boost your life boints (shown by the red shapes at op left). There are also secret warps to be found, but you have to now where to look...



▼ Careful placing of the potion makes your life easier!





CARRY ON CARRYING

Since his last adventure. Mario has acquired a new skill. By standing over an object and pressing the E button. Mario grabs the object and carries it over his head then another press of the B button throws the object for

BONUS BONANZA BANDIT

If you've collected any coins from Subspace, you can play the bonus bandit. Every shot costs a coin, but if you can stop the reels on three similar shapes, or line up a cherry, Mario is awarded an extra life!





STARS ON SUBCON

COMMENT



Super Mario Bros II simply oozes playability. The difficulty level is perfectly set so that you always seem to get a little bit further each time you play - or discover yet another secret room or warp! Consequently the game is incredibly addictive. The only

score - it would be nice to be able JULIAN to go for a highscore record as well as beating the game itself. Other than that, though, Super Mario II is one of the most enjoyable Nintendo games around. Roll on Super Mario III.

MARIO III -COMING SOON

Mario III is set for release early next year, and features a vast playing area and a huge number of power-ups and secret tricks for Mario fans to master. In Japan. work has already begun on Super Mario Brothers IV but while we wait with hated breath for that Nintendo are soon to release Dr. Mario, a Tetris-alike in which the player has to fit together pills of the same colour. In the true Mario tradition, it's very weird, but looks like great fun!!



follow, so Nintendo really had their work follow-up. But they've done it, and SMB2 is

even better! Cute and highly detailed characters and colourful backgrounds really make it look cartoony and fun, and the music and sound effects match the graphics for iolliness. But the gameplay's what's most important, and even in this respect, SMB 2 tops the original! All the new characters and the new abilities add a further dimension to the original platform fun. At nearly £40.00 it's one of the most expensive Nintendo carts, but any fan of the original will certainly get his money's worth

SUPER MARIO BROS

RY- NINTENDO

RELEASE DATE: OUT NOW GAME DIFFICULTY: EASY

LIVES: 3 CONTINUES: N/A SKILL LEVELS: 1 RESPONSIVENESS: GOOD



Very detailed instruction booklet. Choice of player characters, hidden tricks and a nifty

bonus game.

Great character graphics, nicely animated.

Overall, very jolly.

Excellent music (some remixes of the original Super Mario music) and really cute sound effects.

Inventive and enjoyable gameplay make this a real pleasure to play.

Twenty stages which start off easy but get very challenging in tougher terrains.

A tremendous sequel to Super Mario Brothers.





Ah! A non-subscriber! Wreck his flower beds!



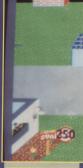
Atari's Paperboy first appeared in the arcades around four and a half years ago, and east you as a paper deliverer whose round takes him to the very strangest parts of town. In this Sega conversion,

papers delivered.
At the start of the game there are three streets to

At the start of the game there are three streets to choose from, effectively group there oddicatly levels. Each level is split into seven sub-levels, each of which represents all soly of the week. The object is simply to at the seven sub-levels, each of which represents all sold to the seven sub-level sold seven sub-levels and seven sub-level sold seven sub-levels and seven sub-level sold seven sold seven sub-level seven sub-level seven sub-level sold seven sub-level seven sub

If you fail to deliver a paper to a subscriber, he cancels his subscription - a perfect round of deliveries, however, results in new customers!

Things are complicated by the presence of various obstacles such as lawn mowers, buggies, cassette players, and even ghosts! If you hit any of these, a life is lost - so careful with those handlebars



The perils that await you on your route are numerous. First off, all stationary objects such as mailboxes and traffic cones must be avoided, which is fairly straightforward. Other dangers are trickier, for example poodles that come scurrying towards you and out-of-control motorised toy cars, tyres and even breakdancers that zoom around in set patterns. They're all deadly - so you have to be pretty nifty with your bike to avoid them all!











COMMENT



I remember crowding around the coin-op all those years ago - and this version captures that "can't leave it alone" feeling! The originality of the arcade game coupled with the brilliance of this conversion makes this a real winner as far as I'm concerned: it's the best translation onto a home machine there's been. It's difficult, but doesn't seem to be while

you're playing it - that's the beauty of this game! Whether or not you are a fan of the coin-op, this will keep you happy for a long time, so don't delay: buy Paperboy and get delivering!

PRACTICE MAKES PERFECT

There's a bonus round at the end of each day which not only helps improve your aiming abilities - there are targets all along the course to hit for bonus points - but also lets you practice maneuvering, with ramps and tight turns to keep you on your toes. These skills are important for when you progress from Easy Street to Medium Road or Hard Way (the three different levels).

THE ORIGINAL COIN-OP

The original Atan coin-op appeared in early 1986 and wowed arcade goers with its combination of great graphics, sampled speech and urusual handlebar controls. However, it did have one flaw - right at the end of the bonus round, cycling between the grandstand and the fence sent the scoring system crazy, and you'd end up with well over a billion points! Select a street at the start.



HARD WAY



SEGA REVIEW





Use the ramps to jump.

COMMENT



captures all the layability of the It seems very straightforward at first, but once

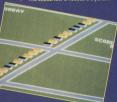
mad dogs, nutty street dancers. JULIAN runaway tyres and even roque drivers enter the

fray, things start getting very tough indeed. It's great fun trying to get all the papers in the mailboxes, but my favourite part of the game is causing as much damage to non-subscribers' properties as possible! With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.

Aagggh! It's a mad 'n' manic monocyclist!

Baily Sun ATRA LOTHE PAPERBOY CALLS MYSTERIOUS UANDELISM BAFFLES POLICE AND RESIDENT ROUGH JOB, BUT ELANELANELANELAN SLANELANELANELAN

The subscriber's houses are yellow.





CONTINUES: 0 SKILL LEVELS: 3 RESPONSIVENESS: GOOD





Excellent intro screens and three skill levels.

So close to the coin-op there's no real difference.

Boppy tunes keep you humming.

As playable and addictive as the arcade

Plenty of challenge and lots of lasting appeal.

It's great to see a classic game like this translated so well. Brilliant!



NN!

Want to try and win a new console? Of course you do. Well, new games importers, and all-round nice gurs Dai-tchi Consoles UK have come up with a great prize for this mega-comp. The lucky dude or dudette who comes first in this comp can choose one of the glorious console packages listed below:

SEGA MASTER SYSTEM WITH THREE GAMES OF YOUR CHOICE

NINTENDO WITH THREE GAMES OF YOUR CHOICE

MEGADRIVE WITH A GAME OF YOUR CHOICE

PC ENGINE WITH A GAME OF YOUR CHOICE

GAMEBOY WITH FOUR GAMES OF YOUR CHOICE

Or if you're not so keen on winning a new console and ust want a load of new games, there's the choice of...

£150.00 WORTH OF CONSOLES SOFTWARE FOR YOUR MACHINE

Great eh? But what do you have to do to stand a chance of winning this competition? Well, we want you to answer the question below:

WHAT WAS THE HIGHEST-RATED GAME REVIEWED IN THIS MONTH'S ISSUE?

on the back of a postcard or sealed-down enveloped and send in off to. IF I WON I WOULDN'T KNOW WHAT TO CHOOSE COMP. MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, ECTR 3AU. The dosing date is Nov 26th-alter that day we'll be putting all the entities into a sack, and the lest one out wins.

COMP



The arcade smash has finally arrived on the Master System! This game was a sensation when appeared in 1986, and this version has all the features of the original machine.

Solve the second second

The levels are littered with treasure chests, which give bonus points when collected. Food can also be found which adds 100 points to your health, and there are also potions which give temporary benefits such as invulnerability and spells which damage or kill everything on-screen when unleashed.

Gird your loins, hoist your axe, and prepare to enter the dark catacombs to kill the dragon - but write your will before you go!



GAUNT



▲ Treasure galore, but those piles of bones have a nasty habit of becoming ghosts!

Don't be fooled by this shot the action is fast and furious!

Do you really want to go

TWO-PLAYER LAFFS

The game really comes into its own when played with a friend. They don't have to start simultaneously, but can join in all any stage. Ther the warrior makes a companion to Medin, as his superb shot power and 20% amourt gives him real muscle to cleave his way through the dungeon while Medin stands back and blasts from all. 201 don't gipnor 'thyra' the Valkyrie and Questor the Ell'- they both have useful takents!

Don't forget to collect the keys in the right order.







WHO TO BE?

Merlin the Wizard is the best character to choose when playing solo: his shots and magic power are very powerful, and are quite capable of destroying the monster generators scattered around. His lack of armour and poor hand-to-hand skills mean that it's best to dodde foes whenever possible.

Thyra the Valkyrie is tough, fires strong shots and can use magic well - a good character for solo play, but not quite as good as the wizard.

Questor the Elf is very puny and hand-to-hand combat causes him much damage. His shots aren't particularly powerful, but he can use magic almost as well as the wizard and can run faster than all the other characters.

Big, tough Thor the Barbarian is great for hand-to-hand combat - most baddles hardly scratch him. His shots are powerful too, but he's a bit slow and his magic powers are almost zero.



DEVIEW P

LVILIVE



was flabbergasted by this game-'s fast, furious, and above all stifful to the coin op. Seriously, he whole Mean Machines team rere impressed by this game, rhich is challenging but still coessible. The graphics are rilliant and the sound fits the ame well, but it's the playability hat made me love the game so

important element in any game, and Gauntlet positively oozes the stuff. Turning a corner only to be confronted with a dozen ghosts is an experience you won't forget in a hurry! Reaching the later levels is a tough challenge, but is by no







HEALTH

SCORE

Use your missiles to keep these nastles at bay.

COMMENT



Gauntlet has virtually every home computer system on Earth. and I'm glad to say that the Sega version tops the lot for sheer addictive playability. The

JULIAN game is played at a tremendous speed, and each dungeon is packed with literally hundreds of vile and gruesome creatures all out to get you - as you can imagine, it's action all the way! As well as being very playable, the graphics and sound are also excellent. The sprites are small, but they're superbly detailed, and the backdrops are very polished, giving the game a true arcade look. With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry If you've got a Sega, do yourself a favour and plug this into it



- Your paths are blocked, so you'll have to fight your way out!
- Answering the door to some Jehovah's



GAME DIFFICULTY: MEDIUM LIVES: 1 Continues:

SKILL LEVELS: 1





Nothing too flashy, but you'd rather be getting on with the game anyway.

The screens are large and clear, and the sprites are well-defined. What more could you ask?

Acceptable throughout the game.

There's no beating this for fun and frolics!

With a hundred levels and a password system you've got a very long-lasting game.

Don't miss this exciting old-but-ageless classic!

The YOB has had his ear to the ground and brings you gossip, rumour and scandal from all around the consoles world.

TURTLES GO MEGADRIVE

According to my sources from Japan, those preen, three-loof dudes in Inst-Shells, the Tenaga Mutant Hero Turtles will soon be appearing on the Megadrive. Not in an original arcade adventure like the Nintendo game reviewed this month, but in a conversion of the hit coin-po, Great - that'll save me some ten pees. And before you Nintendo owners start getting your knicks in a twist. A Nintendo version is also currently being programmed. And if you've got a Sega Master System - bough pizzas.

MEGA CD-ROM

I've just got wind of the CD-ROM player that Sega are currently working on for the Megadrive. It's an amazing-sounding machine, with huge potential. Unlike the PC Engine CD-ROM and forthcoming Amiga CD-TV CD-ROM machine, it doesn't suffer from "blank screen syndrome" as new data is loaded in. Oh, no. The Sega machine is capable of loading data while simultaneously running a game, digitised pictures, or even CD-quality sound 'cos it's got an extra custom processor in the CD-ROM unit itself Sounds brilliant to me! I can't wait to see Dragon's Lair - a supposedly flawless copy of the complete arcade game which has been converted to run on it. Want the good news? It'll cost around £100 when it's released. How about the bad news? It won't be available until next Christmas, Bool

PC ENGINE COMING A spokesperson from NEC in America has revealed

that the PC Engine will definitely be launched in this country next year—not in the Itilia white console form we know, but in the guise If the big black American Turborgafs 16. About flapping time tool With storking good games like Gunhed, Devil Crash, PC Kod, FType, Final Lapf Twin, the PC Engine or or should I say Turbografs - deserves to be given a chance here in the UK I, just hopo NEC pick a sensible and affordable price lag - £99.99 would make if a winner in my eyes...

HAND-HELD FUN Another piece of NEC gossip that was whispered into

my shell-like was that the hand-held PC Engine, the Turboexpress will appear in Europe in the first quarter of next year. What with Ataris Jurx II and Sega's Game Gear, both colour portables, set to appear next year, I think it's time for me to buy some shares in Duracell and Ever Ready...

KEEP ON BONKING And still on the subject of the PC Engine, I've just

discovered that PC Kid has been renamed Bonk in the USA. That would be funny in itself - but the advert for the game has the slogan "Bonk your way to success" on it. It never worked for me...

4083

KONIX SHOCK NEWS

SIMULATION STIMULATION

One of the big arguments computer owners use when putting down consoles is that console is oftware fail simplistic arcade style stuff. Well, now you Megadrive owners can tell them to go sniff a dog's bottom-coming in the not-too-distant future to your machine are GBB Attack Sub, a submarine warfare simulation, Spectrum Holobyte's super light simulation, Fation, Microprose's superb earliel combat simulation, F15 Strike Eagle III and the tank battle simulation.

RPG NO RIP

And still on the same subject, if those self same people try and pull the 'well my computer runs complex RPGs with loads of depth' stunt, you Megadrive owners can make their joysticks will with envy when you rest off this list of forthcoming whopper RPGs: Ullimar VJ, Phantasy Star II, Vermillion and YJS RPGs: Ullimar VJ, Phantasy Star II, Vermillion and YJS and vast playing area and loads of depth.

32-BIT MEGAMACHINE

Assumer segal teas is that work is well underway of their mer 32-bit layer-console. If the based around the technology used in their new 32-bit aroade machines, which basically means loads more power, loads more sprites, loads more colours, loads higher definition and III most probably cost loads more money than the Megadrick IIII certainly be with the seem until 1992. Ah well Something to look forward of a lugor-contract of I won't be seen until 1992. Ah well Something to look forward of a lugor-contract of the contract of the seem of the contract the contract

ATARI RUMOUR

It's rumoured that Alari are about to produce a new console that's as powerful as the Neo Geo at an "affordable price" - somewhere around \$200,00. It's called the Panther and incorporates powerful custom processors. I don't know anything else - so don't ask me any questions about it.

Alright, that's it for this month. By the way, if any of you lovely industry people have any naughty gossip give the office a ring. Confidentiality guaranteed...





owabunga! It's pizza time! Well, it would be, but CApril, the Turtles' trusted friend, has been kidnapped by the evil Shredder who hopes to indoctrinate her into his gang. The Turtles have no choice but to go and rescue her - a mission that is fraught with danger all the way!

The game is split into two sections. The first of these is an overhead four-way scrolling view where you guide a Hero between sewers and buildings, avoiding Clan soldiers and Roller Cars as you go. Once inside a structure the game changes to a side-on view as you progress in platform-style areas fighting off the multitude of baddies that appear

Any Turtle may be chosen to begin with, but if his Life Meter is reduced to zero he's captured, forcing you to select a new combatant. Captured Turtles may be rescued, and this has the effect of giving you another life.

Extra energy is gained by collecting pizza slices. and additional weapons and ropes to climb with can be picked up by defeating your foes. Underwater drown - turtles breathe air, not water







Climb the ladder to reach higher levels

Will this craze ever reach a peak? It all started in the early 1980's, when two men - Laird and Eastman - decided to make a comic that parodied the current decided to make a comic that parodied the current trend of young superherices whose powers were a result of a genetic fluke (such as the XMen and The New Mulants). It became surprisingly popular, and it merchandrising legant to roll out Now, not only is the a cartoon and soon-to-be-released film, but also action figures, beachablas, mugs, functboxes, clothe furniture, food - you name it, it's got Turtles on it'







BARH MIKE . DON

▲ Splinter offers advice to the Turtles between

MUTANT PACK

If you're a Turtles fan who's looking at buying a new console, you might be interested in the new Mutant Machine Turtle Pack, It's a special edition package that features a Nintendo console (complete with joypads etc) and free copy of the Teenage Mutant Hero Turtles game. The pack costs £79.99 - which is pretty good value for money.

COMMENT



I was a bit disappointed to discover that this isn't a conversion of the brilliant Turtles coin-op, but once I sat down and actually played the game I soon cheered up. It's a very original and very addictive arcade adventure which requires planning and a good deal of arcade skill to battle through the sewers and kick some

Foot ass without being captured. The graphics are excellent and the sound is a faithful rendition of the Turtles TV theme music (not the hit single, Turtle Power). Put it all together and you've got a totally radical game that every Turtle dude should get his mitts on -



ROPE: Gets you from

SHURIKEN: Either

before they get close.

you can use it again! MR INVINCIBILITY: Makes you invulnerable













effect as shuriken, but if you catch it as it returns





Both these pics show the overhead scrolling section where you can enter buildings and sewers







RAPHAEL

MICHELANGELO



Jroppings. So I

The graphics are excellent, in somewhat on the small side, and the soundtrack is fairly close to the theme music. The four amphibiants come across as being different, each havin it's own abilities and weak points. It's a shame the game



PUSH START 1990 KONOMIENDO.

GAME DIFFICULTY: EASY/MED

CONTINUES: 2 SKILL LEVELS: 1 RESPONSIVENESS: OK







LEONARDO

THE MOVIE

DONATELLO

The dreaded Bo is Donatello's form of amusement. Don't be fooled by the fact that it looks like a simple stick, because this bab can take out enemies from both above and below.



Film-like sequences start the game, and

Splinter dishes out advice.

The Turtles are brilliantly animated, and the

backgrounds are superb.

Gets your toes tapping from the start!

You'll find this tastier than fresh pizza - it grabs you and doesn't let go.

It's unlikely that you will finish this in a hurry.

Bodacious stuff! Definitely worth shelling out for!

RSEG

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NINTENDO REVIEW

Super Joe Crack, the star of Commando (Capcom's arcade hit of yesteryear) has been captured behind enemy lines! For a mission too tough for even a veteran warrior, you need to send in a superior soldier. Enter the Bionic Commando - a cytorg so menacing he can make any enemy's trousers turn a nasty shade of brown...

Not surprisingly, it's you that takes control of the mechanised mercenary, who must travel into hostile territory dealing out vast quantities of death and destruction (what else?), as well as contacting undercover agents on the way to rescuing Super Joe.

The digital mayhem is displayed via an eight way scrolling landscape - mainly consisting of some very toposon the look of the control of the

Nintendo Bionic Commando differs from the coin-op original in a number of ways. Although the general platform gameplay remains very similar to the original, you'll find a number of additions in this NES interpretation...



Our brave commando attempts the underground section.

MEAN MACHINES 66





YOU NEED HANDS

Top on the list of our hero's essential kit is his Multi-Purpose Estendo-Malic Bloinic Arm. It is the biz for reaching platforms that are too high to reach by toot, and it can be used for collecting any goodles that vanquished lose may care to leave behind. Another use that this mechanical winder possesses is the ability to give enemy troops a good bionic smack in the coll





COMMENT



Arrrgghhhl What an amazingly frustrating game! You're going to need near god-like gamesplaying prowess in order just to progress should be proved to progress and the first levell But difficulty level apart, you can't dery that Bionic Commando is great to look at, sounds groovy, and has a large, juicy dollop of playability on playability on groups of the superb bionic command of the progress of the progre

enhanced by the superb bionic
arm. You can't fault this game's
depth either as there's a huge
variety of levels to conquer. Unfortunately, the
absurd difficulty level coupled with the lack of
continues may well stop you from ever seeing the
treats in store in the later levels.

STRATEGY CITY



PATROLLING PRANKS

Select a destination on the tactical map occupied by an enemy patrol and you instantly find yourself in a solo raid situation. Travel up the vertically scrolling screen ikari Warriors style, blasting all and sundry in order to progress.



PLEASE INSTRUCT

Well, here's a thing that wasn't to be found in the arcade original - a bit of strategy! On the tactical map, the Bionic Commando's progress through the zones is charted and you can keep tabs on enemy patrols - essential for planning a mission free from unnecessary entanglements.











Plenty of clues on locations of weapon dumps and even information on the captive Super Joe Crack can be revealed by contacting undercover agents in the Communications Rooms. You can also patch into enemy comms and see what dastardly plans they've got lined up for you...

BIONIC COIN-OP CAPERS

Capcoms Blonic Commandos didn't exactly set the arcade world on fire when it was released way back in 1987 - mainly because it was so difficult to find a machine to play on 15III, the coin-op provided arcadesters with five very tough levels of biomic platform exclement - much like the game reviewed here, but lacking the strategy acceers and the kind Warrion-sely's red section. But with a 16th lave was with a section but with a 16th lave was different title. Check it out for rarily value alone if ever you should meet the machine on your arcade travels.





In the control room you can access the



s attempt to blow you away on the later levels COMMENT



Wow! Here's a game to get your teeth intol Bionic Commando is tough from the start, and within minutes you're screaming your head off and hurling the joypad around with frustration (well, I was)! However, if you can rise to the challenge, the game has plenty on offer - the combination of arcade action coupled with a bit of

strategy works very well indeed. IAN and the bionic arm adds a whole new dimension to the gameplay. I must say that even though it's tough, Bionic Commando is an addictive and enjoyable game with plenty of lasting appeal - try it out if you're after a real challenge.

DIFFICULTY: HARD KILL LEVELS.







Plenty of slick presentation screens and a decent, polished feel to the game itself.

Good sprites and smooth scrolling compliment the varied backdrops.

Nice tunes and effects similar to the coin-op original.

A marvellous bionic arm to play with, but the extreme difficulty puts a dampener on the proceedings

A huge amount of levels to be beaten in this

platform romp - essential for platforms 'n' ladders fiends

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SEGA

It's time once more to put on those Emford Christie skin tight running shorts and your Nike trainers, and show the world your athletic prowess in this Sega conversion of the ancient Epyx multi-event





THE EPYX **EPICS**

World Garmes, California Games, and The Games; Summer and Winter Editions were released on home computer. So far only Summer Games, California and World Games have been released on the Sega - but maybe the rest will follow. We'll keep with pendided.



THE 100m DASH

This pits you directly against a computer or human opponent, and requires plenty of fast, rhythmic fire button bashing to ensure maximum speed.

THE POLE VAULT

Tricky one, this. Once you have started running, you have to gauge correctly where you have to drop the end of the pole in order to flip yourself over the bar.





100m FREESTYLE SWIMMING

Just a case of pressing the pad to throw yourself into the pool, then bashing the fire buttons for all you're worth. At the 50m mark, your swimmer flips over, ready for the return to the start.

COMMENT



California Games

(which still ranks as one of the best Sega games

sad to say, is the worst of the three. Small, blocky and somewhat deformed sprites jerk around plain and boring backdrops to the sound of flat, totally inappropriate tunes, altogether crushing any thoughts of taking part in the next Olympics. With only five one player. Even if you're desperate for a Track and Field game for the Sega, steer well

COMMENT



have little detail, and the backdrops are bland beyond belief aurely there was scope for some JULIAN gameplay is very dult, most events requiring simple button-bashing to succeed, and those that don't are easily mastered. Even if you're worked to be some the same of the same that don't are easily mastered. Even if you're worked semistations writif more without the same that the

likely find this very disappointing.



Make sure you land upright to get points.

THE HIGH DIVE

This is solit into four separate parts; the forward dive, the back dive, the inverse dive, and the back inverse dive. You've simply got to do as many somersaults as possible and enter the water straight to ensure maximum points.



GYMNASTICS

Simply press the button to start you running, then press the button to vault from the springboard onto the horse. Then flip yourself over to land upright on the

SEGA





GAME DIFFICULTY: VERY EASY LIVES: N/A **CONTINUES: N/A** SKILL LEVELS: 1

RESPONSIVENESS: SLUGGISH



Up to eight players can play, and there are practice and compete options.

Blocky, plain, ill-proportioned and badly

animated sprites, and dull lifeless scenery.

Ugh! Bland tunes that are completely inappropriate to the sports theme.

Easy enough to play, but gets very boring extremely quickly even playing with more than one player.

It's so easy, the game becomes boring very quickly indeed.

Poor graphics and dull gameplay makes

Summer Games a bummer game.





Monwalker is the officially licensed game of the film, and features "Whacko" Jacko himself and all his top toons as he tackles the marauding hordes of Mr Big and rescues his kidnapped kiddie churs.

The action is platform-based, with levels set in a seedy nightcube, city streets, graveyards, underground caverns, and the enemy base. Each level is split into three sub-levels and Michael must travel through these locations searching for his friends while fighting off the goons of Mr Big by kicking, punching and using special Jackson magic.

Animals play a part in this unsurprisingly "whacko" game - dogs attack you constantly on the second level, black cats leap out of windows at you, and even Bubbles (Michael's pet chimp) appears in order to guide you to each end-of-level showdown!

As well as the soundtrack, the game features animated sequences from the film, such as Michael converting himself into a car and a plane, and also sampled oochs, asows and even snatches of speech! This game is one to look out for - expect a full review as soon as it's released.

ОООООН

The game starts with Michael entering the club and, as in the film, casually flicking a coin across the room into the jukebox. This not only starts the music off but also triggers all the thugs and loose women to start attacking the plastic pop star! They can't like his music much...

UUUUUH!

Each level features a Michael Jackson soundtrack the complete track list is: Smooth Criminal, Beat It, Another Part of Me, Billie Jean and Bad.

AAOW!

The most amusing sections of the game occur every time you complete a sub-level. Mr Big appears, cackles insanely, then leaves you to fight off hordes of baddles. If Michael has enough magic left, he can use it all to spectacular effect - pressing the button down for a few seconds makes all the baddles line up with Michael and donce along with him (this is especially funny when they are dops) and are all killed off at the end of the sequence with a smart boths stake ACMUIII.









▼ When Mr Big appears, keep away - you can't hurt him, but he can hurt you!



34080



▼ Bubbles will show you the way to the showdown, so pay attention to his arm movements



▼ Watch out for the pool hustlers - they can do a lot of damage to you!



RELEASE DATE: NEXT YEAR
GAME DIFFICULTY: EASY/MED
LIVES: 5
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: QUICK









REVIEW

Brave Sir Arthur the Knight is back, once again searching for his girlfriend who has been kidnapped by Lucifer!

The mission of mercy is set over five scrolling levels, starting in the graveyard, then moving to hell desert, up a castle's battlements, down through icy underground caverns and finally inside a castle dungeon.

Our hero can run and jump and is initially armed with a lance that can be thrown left, right, up or down-but it's best to throw it in the disection of the nearest baddie. These horrors come in amultitude of shapes and sizes: vultures and skeletors are among the first to be encountered, and later worms and even Cerberus (the mythical three-headed dog) bar your prooress.

Being hit results in you losing your armour, meaning that you must go on in your undies - another hit means death. Some thingies, like the Venus flytraps, kill you automatically, but either way death comes quickly and frequently.

The end of level guardians are huge and deadly and must be shot repeatedly to finish them off. Needless to say, they don't just stand there while you attack, but unleash various forms of attacks to be avoided It's a tough game. But did anyone say it would be easy?

THE WEAPONS

There are a variety of weapons to pick up. You start with lances, which are pretty useful. Daggers are goo too. Disks are great for killing things on the ground, and the axe is better for aerial targets.



Axes deal deat: to most baddie:





Sword - not very powerful. Try not to pick it up

GHAN















COMMENT



What a stunner! Not only does Ghouls: In Ghosts have some of the best graphics and sound you're likely to see and hear on a console game, it's also one of the hardest games you're likely to get and hear on a lightly. But even though it'll have you cursing with frustration, it's so question of the consoleration of the conso

IAN end-of-level guardians are all superb, the sound effects are excellent and some of the baddle sprites are incredible. Add this all together and you've got a game that you really shouldn't miss.





The magician's spell must be dodged, as the effects are rather drastic....

WALK LIKE A MAN, QUACK LIKE A DUCK

One of the most amusing parts of the game is when something happens to the Knight. Losing your armour means running about in your Y-fronts - not very safe when hordes of undead are after you! Worse still is being turned into an old man, who hobbles around with a walking stick until the magician's spell wears off: try running fast like that! Recoming a duck is also rather humiliating - and dangerous too! You can't shoot, so you must simply avoid enemies until you become human again - which isn't easy!



Disney reject!



ROOM WITH A VIEW

■ A ruined blasted land. Walk the tonques to

freedom! The ice land. full of weird plants.

COMMENT

What a brilliant game! The graphics are wonderful, and the sound is qualm with the game is its difficulty - it's very hard, and I

don't come much better than this. I particularly like all the little touches that make the game so enjoyable, such as the array of weapons and foes. When the hurricane starts blowing, running becomes harder- an excellent visual effect. Although there are only five levels, each one is graphically unique - you really want to see the next level! Do yourself a fayour - buy this game now.

RELEASE DATE: NOV

GAME DIFFIGULTY: HARD LIVES: 3 CONTINUES: UNLIMITED SKILL LEVELS: 2 RESPONSIVENESS: OUICK





The options screen has the usual Megadrive sound test, and there are various game options.

Superb backgrounds and the main sprite is excellent. A visual treat!

xcellent tunes and fabulous sound effects

Very tough, yet it's so addictive and playable

You ain't gonna finish this in a hurry! So much fun to play it should be illegal.

fan of the coin-op or not, don't miss



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Oh no! Your girlfriend has just been mercilessly machine-gunned down by a gang of villains. There's only one thing to do - call your friend and go and avenge her death.

and average her cleath.
This sequel to the Tecrois coin op includes all the
This sequel to the Tecrois coin op includes all the
This sequel to the program Double Dragon. The hereact
and punch, jump do spin sicks and even get their
enemies in a strangle-hot but the landscape is far
bigger and their are far more baddies to hash. These
tipger and their are far more baddies to hash. These
upus come in an array of forms and some cannot expend
One particular female due leaves a bornb that is
One particular female due leaves a bornb that is exceent.

End of level guardians block the way at regular intervals, and it's up to you to discover the method to dispose of them. And once you've beaten them all you can take on the nane leader and not revenue.

DOUBLE

▲ The first end-of-level baddle.



The helicopter approaches at the end of the rooftop section.

WEAPONS

The weapons can be grabbed to make life a lot easier for a short while. Knives can be thrown, so you don't have to get too close to your opponents, and baseball basts let you simply walk up to someone and start smashing. The most fun is to be had with the lethal-looking chain - swing this a few times and most enemies lie down and die. Unfortunately the weapons disappear as soon as their previous owners do.

LOOK BEFORE YOU HIT!

Double Dragon II has a two-player mode where both vigilantes travel across the landscape as a team. This is very useful for dealing with large gangs of bad guys - but watch you don't hit your friend in the melee, as both players are capable of hurting one another!





CHOPPER SQUAD

aboard a helicopter where quick sucked out and falling to your doom. This is just one of the many dangers you have to face as you avenge the death of your girl.

The game includes a sequence

He won't be getting up after that uppercut!



Plannan HI SCORE

xa

005850 005850

000000

▲ Keep away from the door on the right - it opens at random intervals

COMMENT



MATT not - it's a great game that deserves to do well, and will keep you coming back even when you've finished it. Well worth a look at least.



LET'S GO DOUBLE DRAGONS! USSION 1- INTO THE TURF

Keep taking those steroids!

AKlaim" PRESENTS



RELEASE DATE: NOV GAME DIFFICULTY: EASY/MED CONTINUES: 0 SKILL LEVELS: 3



Two-player mode and good in-game

presentation.

Jerky scrolling and flickery sprites, but good backdrops.

recommended.

Reasonable tunes and effects.

78%

It doesn't take long to master the controls.

and once you have it's fun all the way.

Loads of levels to conquer and plenty of gang members to bash.

If you haven't got the original game. Double Dragon II is highly

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MEGADRIVE # REVIEW

Ever wanted to ride in a motorcycle Grand Prix?

This game allows you to experience all your biking dreams, as you take part in a variety of races around the world in this rip-roaring conversion of Sega's bike racing coin-op.

There are two modes of play, both of which have a simple objective - be the first past the finishing post. As well as racing against other dires, you also race against the clock. Between the starting and finishing posts on each take are a series of theotopionis, which you must pass before the time limit runs out. Failure to pass the checkpoin means the end of the race + race past it hough and exita time is added sto you can communic anywards lowers the checkered than.

At the end of a race all the time remaining is converted into bonus points, and your overall race time is displayed for posterity - see if you can break the record!



Each continent relates to a skill level - how good do you think you are?



OOPS!

Three things that you really shouldn't do on a real bike 'cos they're dangerous and naughty. WHEELE: Whizzzł A foo quickly yanked throttle results in the rott wheer froing majestably from the tarmac while the bike travels forward at speed. BURNIE: Phee ool Not a restaurant, but if does have something to do with cooking - let the back tyre. Absent-mindely forgething to release the front brake while giving the throttle some stok means much rear-wheel publisher rending.

ORIGINAL MODE

The original mode is an ongoing challenge where you race against a series of opponents yor existing to tracks. When you start, the tracks are short, the opponents are rubbith and the better sery slow and unresponsive. However, if you win a race you're awarded money with which you can buy earth of lot you love lese turbos, basks and, chassis io make it go faster and handle better. Any our opponent site opponents get better and orbeter and the courses get more and more challenging, so you have to make sure you keep winning to keep your bike in a competities state.

MEAN MACHINES





to ride a very high-powered bike up a twisting road at unbelievable speeds. The graphics are tremendous, with a perfectly convincing road (complete with gut-churning hills) and excellent a sprites giving a true feeling of high speed. The sound is also good, with four racing turne to set the

pace. The arcade mode is as you could wish for, and there's the additional bonus of the original mode (which would be a good game in its own right) which adds plenty of lasting appeal. Super Hang-On is one of my favourite Megadrive games - if you're into speed, race off and buy it now!

ARCADE MODE

On the title screen there are two game modes to choose form - areade and original. Arcade mode is a straight conversion of the coin-op, and, like the original machine, gines you four tracks for race on beginner, junior, sentior and expert. Each track is progressavely longer, and is also more twisting - the real challenge is trying to win the expert race. That takes some denigal.

Yikesi Applying only the front brake at speed could well mean the rear wheel litting off the deck. Do it at top speed and the rider can be ejected from its seat to land on his helmet (oo-er) some considerable distance away.

CHEERS TO PERFORMANCE BIKES FOR LETTING US USE THESE PICS Braking at hard corners is a must!







g down in the desert - you'll have bruises for weeks!



COMMENT In original mode, you can kit out your how however you like!



I'm in something of a dilemma with this game. It certainly is a great racing game, with plenty of fast action and high quality scrolling: it conveys a superb sense of speed, and all the selectable in-game tunes are catchy little ditties. The choice of game type adds a lot to the playability as the original mode gives you a feeling of planning for a season rather than a single race. Yet I feel that the game is lacking

Choose a rival to race against - and have the satisfaction of beating him. miss it!

that certain something to make it an all-out winner. Still, it's a great game to play and is full of excitement and thrills - if racing's your thing, don't



you must get used to the way the bike handles. At corners you can get your knee on the deck (check out the steam from your Supa Smoke-o-rama knee pads) and slide the bike around the bend out from under you and you'll chuck the bike down the road! Try and anticipate corners so you can lean into them, otherwise you'll end up on the wrong side of the track heading towards an advertising hording and certain doom.





GAME DIFFICULTY: EASY/MED LIVES: TIMER CONTINUES: O SKILL LEVELS: 4 RESPONSIVENESS: BRILL





Two game modes and a hidden ontions screen (see if you can find it)!

Lovely animation on the rider, excellent roads, and the landscape zooms by at a fair

Fun tunes keep you movin' on down the road, and there are plenty of screeches and engine roars.

Responsiveness is good, and you instantly

get into the racing spirit.

A very high quality racing game which is a must for speed freaks.

MEAN MACHINES

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REV

HATTER AND IN SERVICE LANGUAGE

6

A The brilliant Five-Way shot in action.

Will, guess what? Aliens are invading again, and it's up to you to stop them in your turbocharged laser death-spitting startighter of doom. Surprise! Surprise! Surprise!

On the first level the action is viewed from above, and you have to fly around the multidirectionally scrolling screen and blast four ground installations. Naturally they're well defended, and swarms of aerial craft try and stop you in your tracks.

Neutralise the quarted of targets and you move onto the next level, a horizontally scrolling affair that's once again packed with very hostile aliens and a big guardian at the end. Once that's out of the way it's back to an overhead view, and the game continues to switch viewpoints in that order all the way through its nine levels.

Throughout the game there are a wide variety of power-ups to collect which are activated by judicious use of the A button. Drones, there-way, wide-shot, and many more give you the ability to cut great swathes through the enemy. Each weapon has its strengths and weaknesses, so careful choice is





- ▲ The huge tank at the end of level 2.
- ◀ Little blue nasties swarm around you it's

laser time!

BIG blue nasties! Time to run away.

TOP YOUR SCORE

Thunderforce III has plenty of secret bonuses. For example, clearing the first screen in under a minute gives you a hethy 250,000 points bonus. And on level two there's a 500,000 point bonus for... well, we're not going to telly ou- but it's got absolutely nothing to do with shooting things. See if you can discover how to

REVIEW

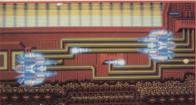


THE SEQUEL COMETH

Currently available on import, and officially available in this country near is Thurderforce III. It carries on from this version with the addition of more powerful weapone, even meanter alleins and some of the most assimishing graphics, we've seen on the Megadrive. Looking even further into the buture, we've discovered that programmers Technosoft and currently working on Thurderforce IV. We I be featuring both thisses.







COMMENT



I'm in disagreement with Matt here, but then shoot 'em ups are my favourite type of game. The sprites aren't particularly good, but the beety sound effects enhance the frantic action no end. Levels one and two are quite straightforward, but from then on it gets pretty tough, and later levels really tax your skills, with loads of very nasty alters to hister into philyton. With

JULIAN allens to blast into oblivion, with plenty of secret bonuses to uncover, Thunderforce II will keep you coming back to top your highest score for quite some months. If you like a good blast, this is well worth looking at.





a valley wave shots on a norizontal levi

FIREPOWER UNLIMITED

There are plenty of power-ups to collect - some are more powerful than others. Learn which one suits your playing style the best.

WIN: Megapower directly ahead - good in light areas. LAW: A drone which circles around your ship and res extra shots. IVE-WAY: Creates swarms of energy wayes over a

wide area. FLASH: Forward and rear-firing megablast.

WAVE: Thick band of high firepower - the best for the horizontal levels.

DESTROY: A big swirling energy burst - long pauses between shots, though.

HUNTERS: Reasonably powerful, but home in on the enemy

Drop down quick and blast your way through.



Lawks-a-Lordy! Large laser-lobbing louts litter later levels!





Fun on the first level.





An options screen with sound test and three

skill levels.

The sprites are alright, but the backdrops are

excellent.

Thumping music and plenty of corking sound effects and speech!

Straightforward blasting from the off.

Nine tough levels to get through - and plenty of hidden bonuses.

A fast and furious shoot 'em up which should appeal to blasting fanatics.



OK, you've got the Destroy weapon, but where's the enemy?

MEAN CAMPAGE LANGE LANGE LA CHINES LA

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VISA



There are three power-up weapons: lightning rays, green lasers and extra red firepower. Lightning rays are good for mass destruction, but aren't so effective on end-of-level baddies. Green rays are powerful, but are shot in a thin, straight line, which means you have to move around a lot if you're going to destroy everything. The best weapon is extra red firepower. giving both high destructive power and a wider firing



◀ The weedy

Blast 'em!





◀ The lightning





▲ The drones have set movemen patterns - learn them and you'll be able to avoid them easily.



Extra life ahoy

COMMENT



the beginning unoriginality. lashiest seen on the Megadrive, but they are

large and serve their purpose well. The er-ups are excellent, my favourite being the lightning bolt - this allows you to unleash electric death on the nasties from any angle, your beam following them around the screen! All in all, a great game that should be welcome in any shoot 'em up fan's collection.



MEAN MACHINES

ON



The baddies get bigger and bigger - keep grabbing the power-ups!



These light bulbs may look silly, but don't think they're pushovers!

> 161650 ROUND(1) STAGE(2)

Aliens are steering five asteroids towards Earth, Aguarding them with a host of nasties armed to the teeth! Guess who's the only one stupid - sorry - brave enough to try and stop them?

This shoot 'em up casts you as a space fighter pilot inflicting as much damage as possible on the swarms of flying aliens and ground installations that are, naturally, trying to shoot you down.

There are a host of power-ups to be collected, as well as extra weapons, extra lives and more smart bombs. The smart bombs themselves are represented as skulls, and unleashing them causes a huge skull-shape to flash across the screen, killing eventhing.

The end-of-level baddies come in a variety of shapes and sizes and usually in numbers of two to four. It takes a lot of firepower to eliminate them and even when you do, it's no rest for the wicked - the alien scum still keep comino!

HOW TO POWER-UP

Weapons are upgraded by collecting the flashing tokens left behind by dead aliens. Power-ups need to be collected in quantity to push you onto the next level of destruction, while the smart behinds are on one-to-one basis. Changing weapons is achieved by snatching up the relevant coloured pod left behind when a ground installation is destroyed.



A partial shield is little comfort, but better than nothing.

COMMENT



Truxton is a line example of a pure, no-frills arcade blast. Just Ify up the screen in your Supa Deathmobile and dish out laser doom to the oncoming baddies. At first the going is quite easy, but once the aliens start firing back and begin to attack in large numbers, the game becomes very challenging indeed - just wait until

JULIAN you tackle the exploding light bulbs (well, that's what they look like) on level three! The graphics are pretty straightforward, and the sound is alright, but when it comes down to gameplay, Truxton has plenty of blasting thrills and spills on offer.

MEGADRIVE

EVIEW 🕮





BY: SEGA

RELEASE DATE: NOV
GAME DIFFICULTY: EASY/MED

LIVES: 3
CONTINUES: UNLIMITED
SKILL LEVELS: 3
RESPONSIVENESS: VERY FAST



PRESENTATION 71%

Three skill levels, but little else.

GRAPHICS 82

Bright, with well defined sprites

A decent, if rather tinny tune and basic

DIAVADILITY OF

PLAYABILITY 85%

Easy enough to begin with, getting rapidly harder. Highly addictive stuff!

ASTABILITY 76%

Experienced blasters should be able to complete the game - if not, you'll certainly have fun trying.

UVERALL 82%

A highly enjoyable blasting romp. Recommended to shoot 'em up fans.



Chateboarding has been big for ages now, with Solubs, magazines, and whole shops devoted to the sport. Now, if it's raining or you've broken your trucks, you don't even have to leave your bedroom to go boarding - so long as you've got a Nintendo and a copy of Skate or Die.

The game casts you as a rad dude in a post-holocaust future. The aim is prove your abilities to Rodney Recloose, the owner of the Flesh 'n'







COMMENT

This is one of the most complicated games on the Nintendo to get to grips with initially, as the responsiveness s rather poor. However this game has a great

deal to offer in the long run, with its wide range of options and the multiplayer possibilities. This is fine if you're into games which require loads and loads of practice before you get anywhere, but if you like your action a little more immediate, you'll find yourself getting very frustrated with this.



GAME DIFFICULTY: TOU LIVES: N/A CONTINUES: N/A SKILL LEVELS: 2



Nice picture on loading and the option

screen is great

The skaters themselves are excellent but are let down by blocky backgrounds.

Trendy tunes add a lot to the game, but there

should be more sound effects!

Once you've mastered the bizarre control system it becomes second nature.

The game's strongest point. Loads of options and the chance to compete with

your friends give this a long life.

A tricky game to master - but has great potential if you persevere.



PRACTICE

PRACTICE MAKES PERFECT

Practice mode gives you the chance to get used to each game with infinite tries if you wish. This is important because in compete mode failure can be permanent! picture on one of the posters in the



COMMENT

Once you've got

of the tricky control method. Skate or Die has plenty of skateboarding laffs 'n' frolics on offer. The sprites are great. with plenty of JULIAN with plenty of

over the hurdle



just watch your man get chopped into little pieces when he skates into a chain-link fence, for example. The events are pretty varied and all apart from the high jump (which requires simple button-bashing to succeed) are fun to play. Check it out if you're into skateboarding.

Sriper Monaco QP is a conversion of Sega's own rip-caving road racing coin-op, and just like the arcade game it gives you the chance to race a field of maniac drivers around the famous Monaco street circuit. But unlike the arcade game, there's also a complete World Grand Prix option - but more of that later.

At the start of a game you get the choice of three formula cars: B Class (automatic gearbox), A Class (four-speed manual), and Super A Class (seven-speed manual) - the cars increase in power

and performance respectively
Before you enter the actual race, you first have to
run a qualifying lap, and the better your time, the
better your grid position. Then it's onto the race itself
and time for some really fast driving!



POSITION : 9711 LAP 2/3 8711 159 %

SUPER

- No, you can't choose a German as a rival - after all, we're all friends now!
- He's right behind you, but the tunnel will make it difficult for him to overtake you.
- Revs to maximum as you zoom off the starting grid.



▼ Driving into barriers at 300 kph can be hazardous to your health!







WORLD CIRCUIT

Not only is Super Monaco GP a brilliant coin op conversion, the programmers have also included a complete Wholf Enrul option which features all the famous race courses you could think off. At the start of a racing season you be given a low powered cat, and simply have to race against a whole field of other flowers and win to gain as many points as possible life you do well, a top team might invite you to join them. and your get an ever bettler cat to drive!



In the pits. How can you win the race when all your mechanics speak Japanese?

MONACOG P





POLE POSITION

Each car's position on the track is very important. The preliminary lap determines your starting location on the grid. Once off, a number on-screen shows the position limit. Fall behind this limit and the race is over. Stay in front and you, can be no expense.



We still haven't got a clue what they're on about. Teatime, perhaps?





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